



# ADAM UP GAMES: Activate

**Player 1**  
Charge Points



**Player 2**  
Charge Points



# ADAM UP GAMES: Activate

**Skill:** Equivalent Fractions

**Players:** 2

**Equipment:** Game board, 2 dice (6-sided), Counters/ 2 colours

**Mission:** Complete the fraction rows to "Activate" the energy bars. The player with the most points when all bars are full wins the game. Who will charge the most energy bars?

**How to Play:**

**1. Roll for Power:** Take turns rolling both dice.

**2. Form a Fraction:** Use your two numbers to create a fraction.

- *Example:* If you roll a **1** and a **4**, your fraction is  **$\frac{1}{4}$**
- *Note:* The smaller number is always the numerator (top) and the larger is the denominator (bottom). The fraction cannot be larger than one whole.

**3. Charge the Bars:** Colour in (or place a counter on) the matching space on the grid. However, you can colour in an equivalent fraction to your fraction.

- *Example:* If you make  **$\frac{1}{2}$** , you could choose to colour in  **$\frac{2}{4}$**  or  **$\frac{3}{6}$**  instead, as they are the same value. Use the "Equivalent Chart" for help.
- *Note.* Rolling a double will make 1 whole. For example, rolling a 3 and 3 will make the fraction  $\frac{3}{3}$  which is 1 whole. This means that any bar that is empty can be filled in if you roll a double!

**4. Activate & Score:** When a player fills in the *final* block of a row, that Energy Bar is fully **ACTIVATED**. The player who placed the last block scores **1 Charge Point**.

**5. Winning the Game:** Continue playing until the entire board is filled. The player with the highest number of Charge Points is the winner.