

Fraction Attraction

Running the Program

Once you run the program, the Sunburst logo will appear briefly, followed by the Title Screen. Click to dismiss the Title Screen or wait a few seconds. The Title Screen will disappear and the Main Screen will appear. Gilda Gator, your guide to *Fraction Attraction*, will walk onto the screen. You can end the introduction at any time by clicking the screen. To repeat the introduction, click Gilda's button at the bottom left corner of the screen.

To leave the program, select Exit from the File menu.



Tips:

- To adjust the sound level, choose Sound from the Track Options menu. A dialog will appear. Click and drag on the slider to set the volume.
- Once you have chosen an activity, click on Gilda's button in the bottom left corner of the screen to get a brief overview of activity.

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The Frac Track (Grades 4-5)

The Frac Track is designed to convey two concepts.

- It introduces the notion that fractions represent a quantifiable distance on a number line, not simply a position on a number line.
- It helps students develop the ability to “count on” with fractions.

Options

You can change game settings to vary the type and difficulty level of the game. Use the Track Options menu to change any of the following settings:

- Game version (Place Jockeys or Place Horses)
- Playing level (1-3)
- Race Type (Fraction, Decimal, or Mixture)
- Sound Level



The Frac-O-Wheel (Grades 4-5)

The Frac-o-Wheel provides multiple representations of fractions as students learn to recognize fractions and build an understanding of fraction equivalents. As they run the Frac-o-Wheel, students will also work with equivalence and addition and subtraction of fractions.

Options

You can change game settings to vary the type and difficulty level of the game. Use the Wheel Options menu to change any of the following settings:

- Playing level (1-4)
- Missing Component (Numerator, Denominator, Both, or Random)
- Sound Level



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Fuzzy Fracs (Grade 5)

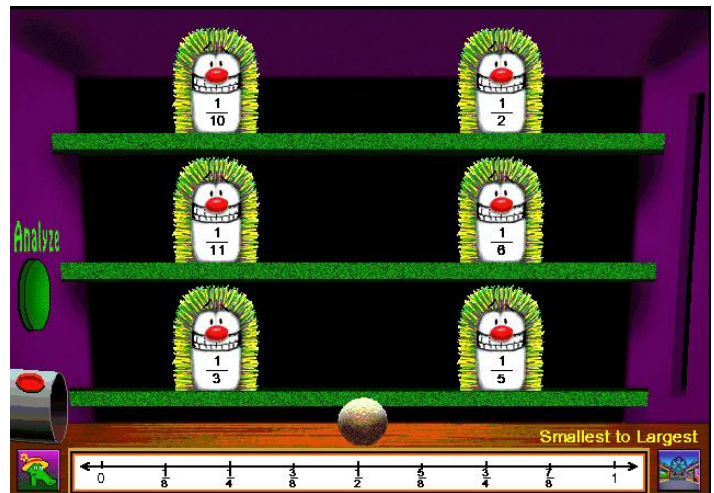
Students will practice ordering fractions, counting with fractions, and recognizing relative size as they try to knock down Fuzzy Fracs in size order. Pick up a ball by clicking it and then click a Fuzzy Frac to throw the ball.

NOTE: If you skip any Fuzzy Fracs, hollow triangles will mark their places on the Number Line and the Fuzzy Fracs will turn gray. You cannot knock gray Fuzzy Fracs down.

Options

You can change game settings to vary the type and difficulty level of the game. Use the Fuzzy Options menu to change any of the following settings:

- Game version (Smallest to Largest or Largest to Smallest)
- Playing level (1-5)
- Fuzzy Type (Fraction, Decimal, or Mixture)
- Sound Level



Whack-A-Frac (Grade 5)

Whack-A-Frac is designed to help students build an understanding of equivalence of fractions, decimals, and percents.

To start the game, click on the Coin Slot near the bottom right of the Game Board. A Target number will appear on the left side of the Challenge Board, and three Frac-Moles will pop out of the holes.

Each Frac-Mole bears a number and holds two signs. If a Frac-Mole's number is equal to the Target, click Yes to whack it! If not, click the No sign.

Tip: Keep an eye on the Target because it changes during the game!

Options

You can change game settings to vary the type and difficulty level of the game. Use the Whack Options menu to change any of the following settings:

- Game Version (Untimed Game, Timed Game, or Timed Frac-Moles)
- Playing level (1-4)
- Goal Number
- Target number format (Fraction, Decimal, Percent, Text, or Random)
- Sound Level

