Number Champions
1 2 3 4 5
fun + skills = confidence

Resource for Year 2 Core Curriculum

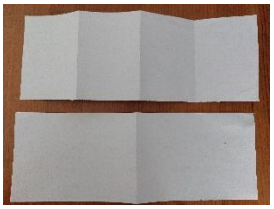
Year 2: Know 2 quarters = 1 quarter plus 1 quarter and see 1 half as 2 quarters

Halves and Quarters Race Track

Aim of the Game

Race to the end of the track using steps of halves, quarters and 2 quarters.

You will need



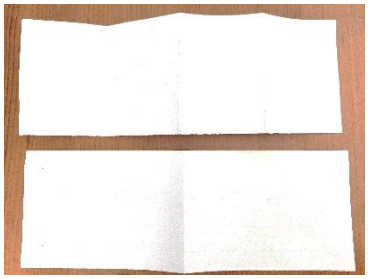
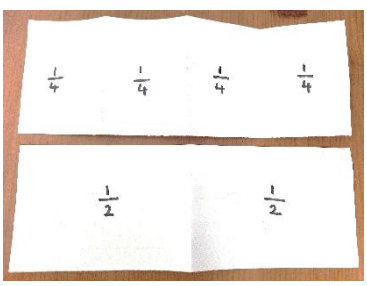
Before you play

Check their understanding of halves and quarters.

- Take two identical strips of paper each so you can do the activity alongside them.
- Fold one of your strips into two equal pieces.
- Fold the other strip into four equal pieces.
- Compare one of the two equal pieces with two of the four equal pieces.

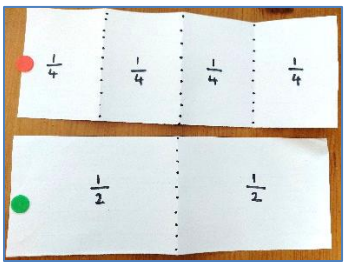
Image from White Rose Education

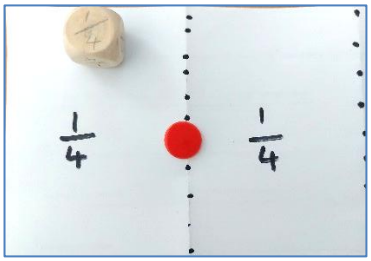
- What do you notice? (Can they see they are equal or equivalent?)
- Look at the strip with 2 equal parts. Establish we have folded one piece of paper in to halves – one whole split in to 2 equal parts.
- We can represent that using **½** - as you write **1** say **1 part**, as you write **/** say **out of** and as you write **2** say **2 equal parts - which we call a half.** Label the halves on your strips.
- Now take the strip with 4 equal parts. Establish we have folded one piece of paper in to quarters – one whole split in to 4 equal parts.
- We can represent that using **¼** - as you write **1** say **1 part**, as you write **/** say **out of** and as you write **4** say **4 equal parts - which we call a quarter.** Label the quarters on your strips.

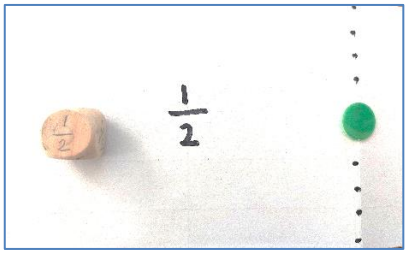



Play

- The strips you have made are now the race track for the game!
- You will race to the end of the track using steps of halves, quarters or 2 quarters as decided by the roll of a special dice with sides labelled ¼, ¼, ½, ½, $^{2}/_{4}$, $^{2}/_{4}$.
- Each player takes a coloured counter and 1 race track either labelled with halves or labelled with quarters.
- Take turns to roll the special dice and move your counter the fraction shown on your turn. This might mean you can't go!
- The winner is the first to the end of the strip.







- Establish through playing that to move $^{2}/_{4}$ is the same as ¼ plus ¼.
- Play a few times – do they notice $^{2}/_{4}$ is the same as ½? If not…think out loud for them.

"You moved $^{2}/_{4}$ now you are half way to the end!"

"I moved 1 half, that's the same as 2 of your quarters".

Adapt

- Try swapping race tracks – does it make a difference?
- Join 2 race tracks together to make a longer track. Both halves or quarters or try a mix!
- Discuss as it comes up if they've noticed $^{2}/_{4}$ is equivalent to ½ can the player with the halves strip move ½ if they roll $^{2}/_{4}$?

Problem Solving

If confident see if they solve problems like this like this from White Rose Education.