

Ratio Rip

You need red and blue cubes (29 of each) counters (6 for each player, plus 2)

Game

A game for 4 players.

Make the cubes into stacks in the ratios 1 red : 3 blue, 2 red : 5 blue, 3 red : 7 blue, 4 red : 5 blue, 5 red : 1 blue, 6 red : 5 blue, and 8 red : 3 blue.

Player A

$\frac{4}{9}$	$\frac{7}{13}$
$\frac{2}{5}$	$\frac{8}{11}$
$\frac{4}{7}$	$\frac{11}{17}$
$\frac{1}{2}$	

Player B

$\frac{6}{10}$	$\frac{5}{9}$
$\frac{8}{13}$	$\frac{12}{17}$
$\frac{7}{15}$	$\frac{5}{8}$
	$\frac{13}{17}$

Player C

$\frac{3}{7}$	$\frac{12}{19}$	$\frac{2}{5}$
$\frac{5}{9}$	$\frac{5}{13}$	$\frac{2}{7}$
$\frac{4}{11}$		

Player D

$\frac{11}{21}$	$\frac{8}{15}$	$\frac{6}{17}$
$\frac{7}{11}$	$\frac{5}{7}$	$\frac{3}{5}$
$\frac{1}{2}$		

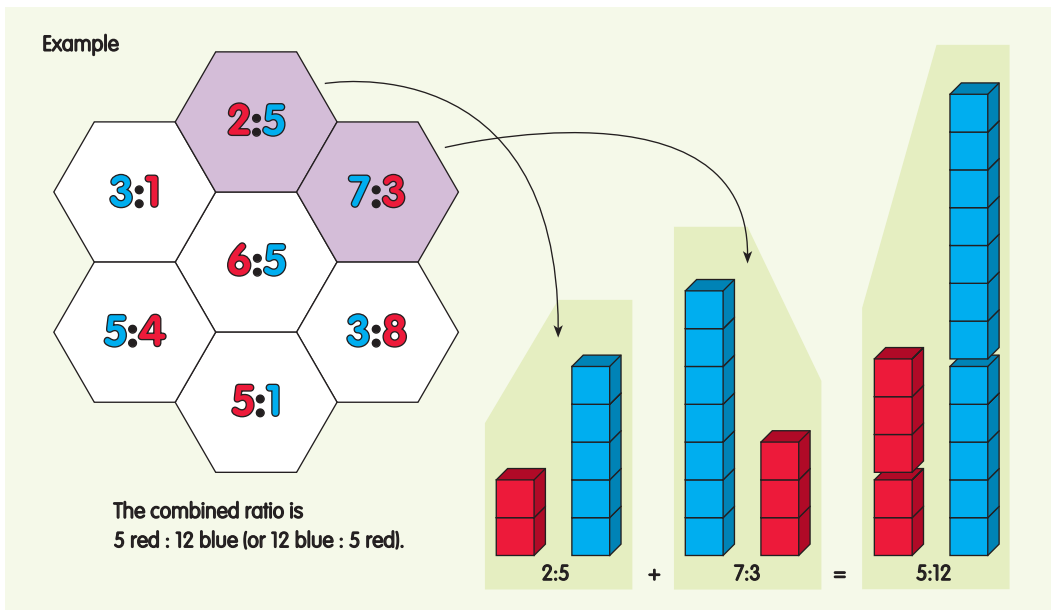
Central Ratios:

- 2:5
- 3:1
- 7:3
- 6:5
- 5:4
- 3:8
- 5:1

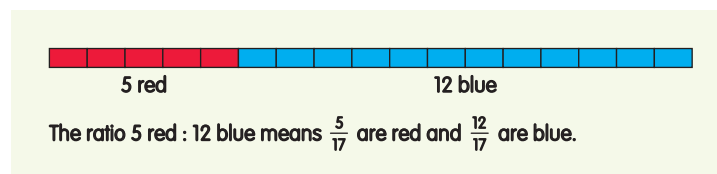


Rules

- Each player chooses one of the four player grids to complete.
- Player A starts by placing counters on any two of the hexagons.
- Player A then combines the ratios from the two hexagons, mentally or with the use of the stacks of cubes, and says what the result is:



- Any player who has a fraction on their grid that matches the combined ratio can put a counter next to it. For example, $5:12$ matches the fractions $\frac{5}{17}$ and $\frac{12}{17}$, because 5 out of the 17 cubes are red and 12 out of the 17 cubes are blue. (You may need to rename some fractions.)



- Players take turns to move *one* of the counters on the pattern to a new hexagon. Both counters cannot be on the same hexagon.
- The first player to cover six of the seven circles on their fraction grid wins.

