

Fraction and Decimal Hangman

Grade 4 mathematicians work with fractions and decimal numbers. These numbers represent the same value on a number line ([Skills](#), [Understanding](#)). They identify the numerator and denominator when finding equivalent fractions ([Skills](#)). This game reviews vocabulary you need for that work. It includes how tenths connect to decimal place value ([Knowledge](#), [Understanding](#)). One hidden word names the step-by-step method, or algorithm. You follow this method when adding and subtracting decimal numbers ([Knowledge](#)).

How to play

1. Work with a partner or in a small group.
2. Choose one puzzle to solve first. Each blank line stands for one letter in a hidden math word.
3. Take turns guessing letters. If the letter appears in the word, write it on every matching blank.
4. If the letter does not appear, draw one part of the hangman sketch (or make a tally mark if you would rather not draw).
5. Keep guessing until you either spell the whole word or run out of tries (ten wrong guesses is a fair limit for medium difficulty).
6. Use the clue beside each puzzle if your group gets stuck. Try to guess the word before you need the clue.
7. Check your answers using the answer key only after your group agrees on a final word.

Puzzles

Round 1 (9 letters)

A _ _ _ _ _ _ _ _ _

Clue: A step-by-step method for solving a math problem like adding or subtracting ([Knowledge](#))

Wrong guesses: _ _ _ _ _ _ _ _ _

Round 2 (10 letters)

E _ _ _ _ _ _ _ _ _ _

Clue: Equal in value, like two fractions that represent the same amount ([Knowledge](#))

Wrong guesses: _ _ _ _ _ _ _ _ _

Round 3 (6 letters)

T _ _ _ _ _

Clue: Ten equal parts that a whole is divided into ([Skills](#))

Wrong guesses: _ _ _ _ _ _ _ _ _

Round 4 (9 letters)

N _ _ _ _ _ _ _ _ _

Clue: The top number in a fraction that shows how many parts you have ([Skills](#))

Wrong guesses: _ _ _ _ _ _ _ _ _

Answer key

- Round 1: **ALGORITHM**
- Round 2: **EQUIVALENT**
- Round 3: **TENTHS**
- Round 4: **NUMERATOR**

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