

CAN'T STOP FOOTBALL



Materials

For each pair of students:

Can't Stop Football cards

Can't Stop Football field

1 Token

1 Die

Number of Players

2

Procedures

1. Divide the students into groups of two.
2. Each player rolls the die. High roller gets to choose their team (Numerators or Denominators).
3. The *Can't Stop Football* cards are shuffled and placed face side down between the students.
4. The Numerators player starts by placing the football (token) on their 20 yard line.
5. The Numerators player draws a card, reduces the fraction on the card, multiplies the reduced numerator by the reduced denominator, and moves the football that number of yards down the field. The football is moved only if the fraction is reduced correctly.
6. After the first turn, the player has the option of continuing down the field or attempting a field goal.
7. If the player decides to continue down the field, then play continues as before except that the die is rolled after determining the product of the reduced numerator and denominator. If the fraction is correctly reduced and a one isn't rolled, then the player moves the football down the field as before. Rolling a one or incorrectly reducing the fraction constitutes a fumble which results in the other player starting their turn from where the football currently lies.
8. When attempting a field goal, the player rolls the die, multiplies the roll by 12 and moves the football that number of yards down the field. If the football reaches or passes the goal line then the player receives 3 points. After the field goal attempt, the other player starts their turn from their 20 yard line.
9. A touchdown results when the player's football reaches or passes their opponent's goal line. A player adds 7 points to their score for a touchdown. After a touchdown, the other player starts their turn from their 20 yard line.
10. A player continues playing until a touchdown is made, a field goal is attempted or a fumble occurs.
11. Play continues in this manner until 22 points or greater is reached.
12. Player movement and field goal attempts are always towards their opponent's goal line.
13. On a player's first turn, no die is rolled and the football is moved only if the fraction is reduced correctly.
14. Football icons numbered 1 through 9 indicate yards between 10 yard lines.

CAN'T STOP FOOTBALL



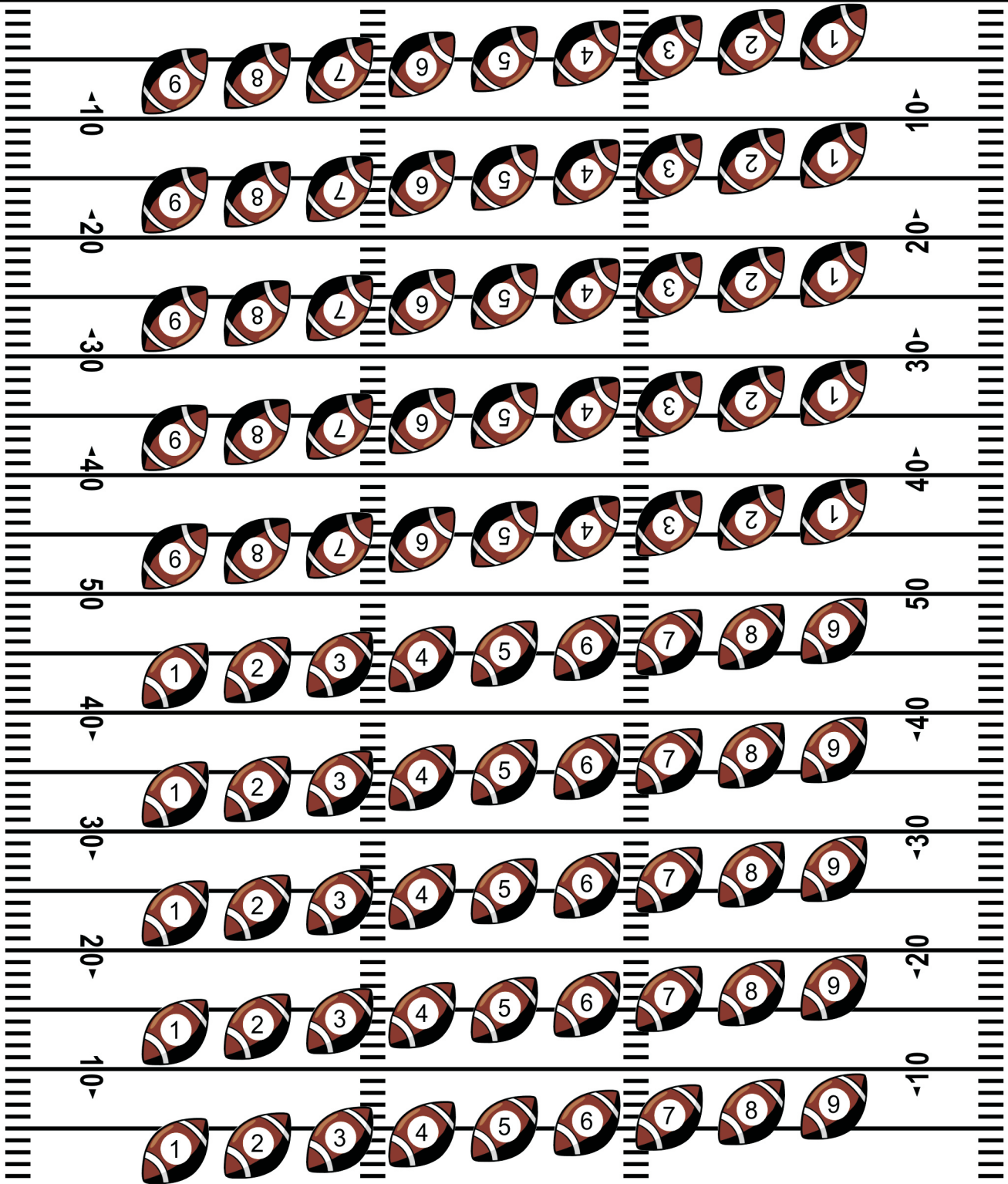
BALL  CAN'T STOP FOOTBALL  CAN'T STOP FC
L  CAN'T STOP FOOTBALL  CAN'T STOP FOOTB
CAN'T STOP FOOTBALL  CAN'T STOP FOOTBALL
'T STOP FOOTBALL  CAN'T STOP FOOTBALL  I
STOP FOOTBALL  CAN'T STOP FOOTBALL  CAN'
' FOOTBALL  CAN'T STOP FOOTBALL  CAN'T S
OTBALL  CAN'T STOP FOOTBALL  CAN'T STOP
ALL  CAN'T STOP FOOTBALL  CAN'T STOP FOC
 CAN'T STOP FOOTBALL  CAN'T STOP FOOTBA
CAN'T STOP FOOTBALL  CAN'T STOP FOOTBALL
' STOP FOOTBALL  CAN'T STOP FOOTBALL  G
'OP FOOTBALL  CAN'T STOP FOOTBALL  CAN'T
FOOTBALL  CAN'T STOP FOOTBALL  CAN'T STI
TBALL  CAN'T STOP FOOTBALL  CAN'T STOP F
LL  CAN'T STOP FOOTBALL  CAN'T STOP FOOT
 CAN'T STOP FOOTBALL  CAN'T STOP FOOTBAL
N'T STOP FOOTBALL  CAN'T STOP FOOTBALL  CAN
STOP FOOTBALL  CAN'T STOP FOOTBALL  CAN
IF FOOTBALL  CAN'T STOP FOOTBALL  CAN'T
OOTBALL  CAN'T STOP FOOTBALL  CAN'T STO
BALL  CAN'T STOP FOOTBALL  CAN'T STOP FC
L  CAN'T STOP FOOTBALL  CAN'T STOP FOOTB
CAN'T STOP FOOTBALL  CAN'T STOP FOOTBALL

CAN'T STOP FOOTBALL

$8/16$	$2/16$	$3/24$	$4/36$
$4/10$	$7/77$	$8/40$	$7/28$
$6/18$	$9/9$	$9/18$	$3/21$
$6/30$	$3/27$	$7/42$	$12/16$

BALL  CAN'T STOP FOOTBALL  CAN'T STOP FC
L  CAN'T STOP FOOTBALL  CAN'T STOP FOOTB
CAN'T STOP FOOTBALL  CAN'T STOP FOOTBALL
'T STOP FOOTBALL  CAN'T STOP FOOTBALL  I
STOP FOOTBALL  CAN'T STOP FOOTBALL  CAN'
' FOOTBALL  CAN'T STOP FOOTBALL  CAN'T S
OTBALL  CAN'T STOP FOOTBALL  CAN'T STOP
ALL  CAN'T STOP FOOTBALL  CAN'T STOP FOC
 CAN'T STOP FOOTBALL  CAN'T STOP FOOTBA
ANN'T STOP FOOTBALL  CAN'T STOP FOOTBALL 
' STOP FOOTBALL  CAN'T STOP FOOTBALL  GI
'OP FOOTBALL  CAN'T STOP FOOTBALL  CAN'T
FOOTBALL  CAN'T STOP FOOTBALL  CAN'T STI
TBALL  CAN'T STOP FOOTBALL  CAN'T STOP F
LL  CAN'T STOP FOOTBALL  CAN'T STOP FOOT
 CAN'T STOP FOOTBALL  CAN'T STOP FOOTBAL
N'T STOP FOOTBALL  CAN'T STOP FOOTBALL 
STOP FOOTBALL  CAN'T STOP FOOTBALL  CAN
IF FOOTBALL  CAN'T STOP FOOTBALL  CAN'T
OOTBALL  CAN'T STOP FOOTBALL  CAN'T STO
BALL  CAN'T STOP FOOTBALL  CAN'T STOP FC
L  CAN'T STOP FOOTBALL  CAN'T STOP FOOTB
CAN'T STOP FOOTBALL  CAN'T STOP FOOTBALL

NUMBERS



DENOMINATORS