

Vegetable Soup

Contents:

48 cards representing fractions of onions, tomatoes, pumpkins and cabbages. There are 12 cards for each vegetable, as follows: 1 half, 4 quarters, 2 thirds and 5 sixths.

PRACTICE GAMES

1. **For beginners:** First of all, players sort the cards and make vegetables, working alone.
2. **Complete the vegetable:** The game leader makes vegetables from which 1 or 2 pieces are missing and divides them among the players. He/she shows the remaining cards one at a time, giving each one to the first player who makes a correct claim. (Like Lotto). First to complete his/her vegetable wins.
3. **Ask for it:** The aim is to make the most vegetables. The cards are dealt. Each player sorts his/her cards and on his/her turn asks another player for a card he/she needs. If the player asked has the card, he/she surrenders it. Players must specify the vegetable fraction required accurately.

VEGETABLE SOUP GAMES

Preparation: All games begin by mixing the 48 cards and spreading them face down.

KNOW YOUR ONIONS

Each player in turn chooses a card. If it is part of an onion, he/she keeps it. If not, it is returned face down to the middle. The winner is the first to complete an onion. If no one has made an onion when all 12 onion cards have been taken, players may take a card from an opponent. (The game can also be played to make one of the other vegetables).

SOUP OF THE DAY

Each player in turn turns one card face up. As soon as any player sees cards which will combine to make a whole vegetable, he/she calls out the vegetable and makes it. If the call is correct, the player keeps the vegetable and turns up another card. A player who makes an incorrect call surrenders a completed vegetable, if he/she has already made one, returning the cards face down to the middle. Players must not call until all the cards needed to make a vegetable have been turned up. The winner is the player with the most vegetables, or, in the event of a tie, the most cards.

SUPER SOUP – a game for champions (*champions*)

Each player in turn names a vegetable and attempts, by observing their shape and size, to select three or more cards which will make it. A card once picked must be taken. If the choice is good, the player keeps the vegetable. If one or more of the cards belongs to a different vegetable or if the cards do not exactly make one whole vegetable, the player returns them to the middle, face down. The winner is the player with most vegetables, or, in a tie, most cards.

Both *Soup of the Day* and *Super Soup* provide experience in understanding that a whole can be made from different combinations of fractions.

Players unable to play *Vegetable Soup* should prepare by playing *Fruit Salad*. Players who have mastered *Vegetable Soup* will be familiar with fractions of concrete objects and are ready to handle fractions as abstract numbers.