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# Welcome!



Hi, my name is Max Learning, and I'll be your teacher and guide.

My goal is to make math seem "real" to you, so you'll gain confidence and *look forward* to your next math challenge.

The fact that you're reading this book means you're eager to succeed and are willing to explore new ways to do so. *So let's get started!* 

Why Is Math A Struggle?	How This Book Can Help
<b>Symbols</b>	Mental Manipulatives
Math uses symbols, <i>lots</i> of them. It's as	You'll learn to "see" three-dimensional
difficult to learn as a foreign language.	objects behind each symbol.
<b>Rules</b> Math is based on rules, <i>lots</i> of them. It's hard not to confuse one for the other.	<b>BrainAids</b> You'll learn clever memory hints that make the rules easy and fun.
<b>Trauma</b>	<b>RUFF</b>
Getting an answer wrong in front of the	You'll learn to be in a <u>R</u> elaxed,
class, losing at a flash-card competition,	<u>U</u> ncluttered, <u>F</u> ocused, and <u>F</u> lowing state
failing a test, being criticized by a	of mind, which increases confidence and
teacher—all can lead to math trauma.	eases past traumas.

### What's Good About Math?

#### Certainty

Math problems have *right* answers. An essay you wrote for English class, or a project you made for Art class, might seem fabulous to you, but maybe not to your teachers. However, in math, when you get the right answer, no one can argue with it.

#### Quest

Math problems are puzzles. The quest to solve them can be exciting! Math can be more fun than any game you'll ever play. If math becomes fun, you'll look forward to, rather than run from, it.

#### Magic

Math is the *language of nature*. Nearly everything we see, hear, touch and do can be described with math. Every image, color, and sound on a computer is based on math. In today's movies, you can't always tell what's real and what's been generated by some mathematical formula. In short, math is amazing—there's magic in it!

## **Note to Parents**

Although I've purposely kept the problems in this book relatively simple, parents of younger children, or of children who have trouble interpreting the text, may wish to first learn the techniques themselves, and then teach them to their children.

You're learning a new, I hope, more interesting way of doing fraction problems. As with learning anything new, it's best not to rush; so relax, take your time, and enjoy the process.

This is a *techniques* book rather than a *drill & practice* book. Check your answers to the **Your turn** activities in the **Answer Key** in the back of the book. Then apply these techniques to the numerous problems in traditional math textbooks, or make up some of your own.

## **Pronunciation Guide**

Sometimes it may not be obvious how to pronounce terms you have not heard spoken. When you see a term followed by a pronunciation, refer to this guide as needed.

Vowels					
Long	Short	Other			
aa = ate	a = act	ai=air, ar=are, aw=paw			
ee = eel	e/eh = end				
ii = hi	i/ih = hid				
oh = no	aw = on	oo = book, or = for			
		ow = how, oy = boy			
yu = use	u/uh = up	uu = too, ur = fur			

Consonants			
Hard Soft			
k = cat	s = ice		
g = go	j = gem		
s/ss = hiss	z = his		
ch = chin	sh=shin; zh=vision		
th = thin thh = this			
Accent on: UP-ur-KAASS			

#### **Common Abbreviations**

aka = also known as
e.g. = for example (think egzample)
 i.e. = that is

## **BrainAids**



It was a mouthful to say *mnemonic* (nee-MAWN-ik) *device*, so I coined the word *BrainAid* for memory hints that help you learn. Feel free to make up your own BrainAids. Most fall into one of the following "A" categories:

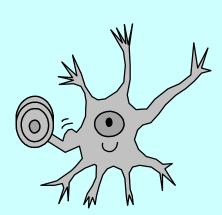
## Analogy = Comparison

How to say it: uh-NOWL-uh-jee

What it is: A *comparison* of what you are trying to learn to what you already know.

Why it works: To learn, new brain fibers must grow and laboriously push their way through dense brain tissue, which can be very tiring. An analogy lets you piggyback new knowledge on top of *existing* brain fibers, which is quicker and takes much less effort.

**Analogy Example:** Just as *physical* exercise builds new *muscle* fibers, *mental* exercise builds new *brain* fibers. Both take time, effort, and repetition.



Analogy: Building brain fibers.

## Acronym = Name

How to say it: AK-roh-nim

What it is: A *name* made from the first letters of several words. Hint: Think *nym* = *name*.

Why it works: The letters of an acronym act like small hooks on which you can hang large words. You memorize a little to remember a lot.

Acronym Example: To maximize your learning, be in a learning frame of mind: <u>Relaxed</u>, <u>Uncluttered</u>, <u>Focused</u>, and <u>Flowing</u>. In other words, be RUFF.

## Acrostic = Story

How to say it: uh-KRAW-stik

**What it is:** A *story* made from the first letters of several words. Hint: Think *st*ic = *st*ory.

Why it works: Sometimes a "story" is easier to remember than an acronym, especially if the acronym is hard to pronounce.

Acrostic Example: You create the acronym MTF to help you remember the names of three new acquaintances, Mary, Tom, and Fred. But MTF is hard to pronounce, so you convert it into the acrostic "My Three Friends."



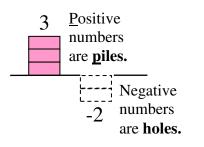
# Concepts

## **Mental Math Basics**

In Max Learning's Mental Math, we learned several concepts that will help us in Fraction Fun.

### **Mental Manipulatives**

Traditional manipulatives are physical objects, like tiles or blocks, which you "manipulate" to mimic math operations. *Mental* manipulatives are items you visualize when you see a number or operation. They can turn lifeless symbols into reality—at least in your imagination. And unlike physical manipulatives, mental manipulatives are always with you to make math more engaging.





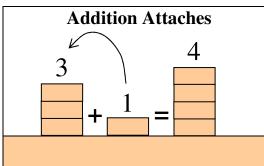
MathBots manipulate piles and holes or represent numbers.

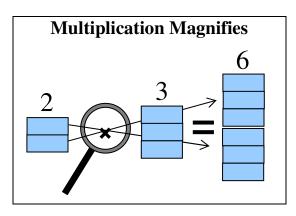
### Numbers

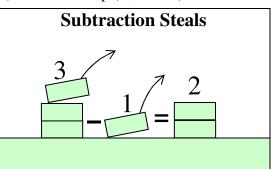
Number: Symbol for a quantity or value. Natural Numbers: Counting numbers: 1, 2, 3... Whole Numbers: Zero + Natural numbers: 0, 1, 2, 3... Integers: Negatives of Natural numbers + Whole numbers: ...-3, -2, -1, 0, 1, 2, 3...

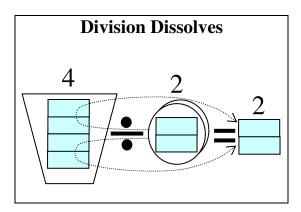
### Operators

**Operator:** Symbol for a procedure  $(+, -, \times, \div)$  or relationship  $(=, \neq, >, <)$ .







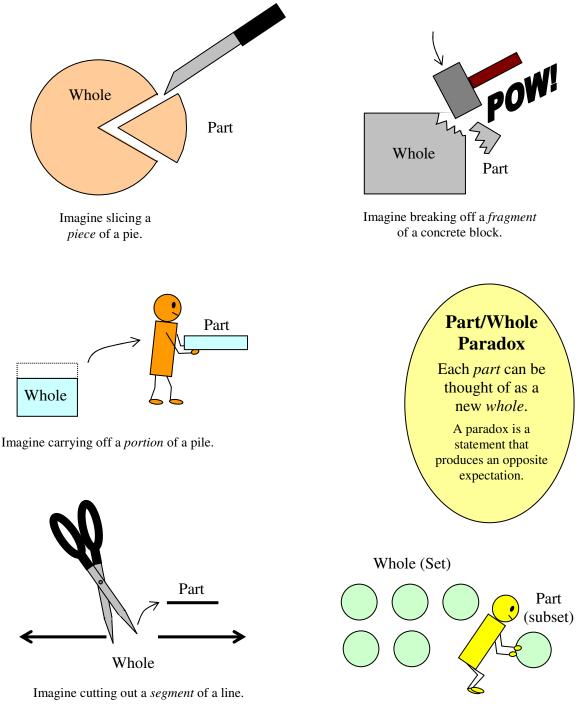


## Fraction = POW

#### A fraction is a number that is a part of a whole.

**BrainAid:** Fraction = POW! (Part Of Whole)

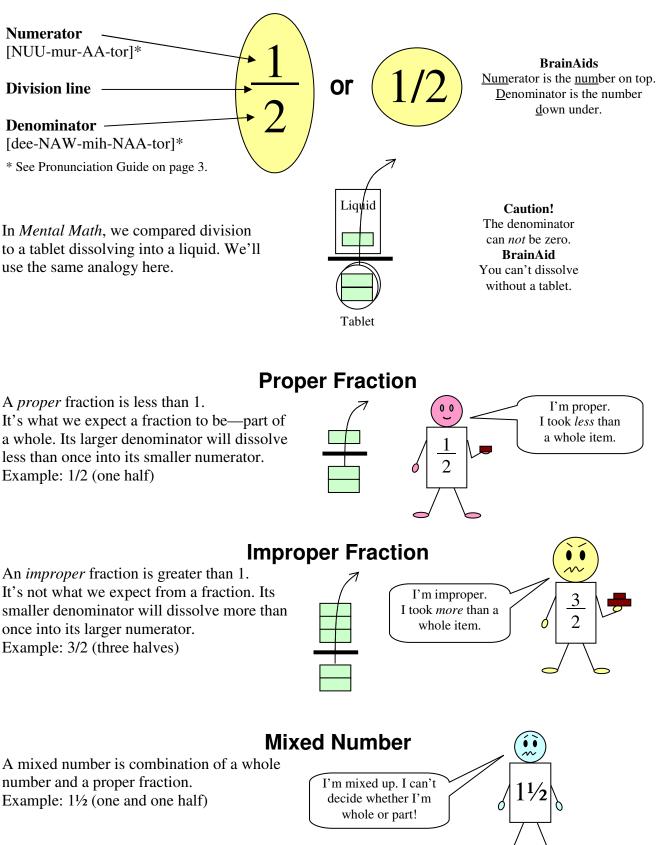
Fraction is from a Latin word that means to fracture or break. Other words that mean *part* include fragment, piece, portion, segment, and subset. Can you think of others?



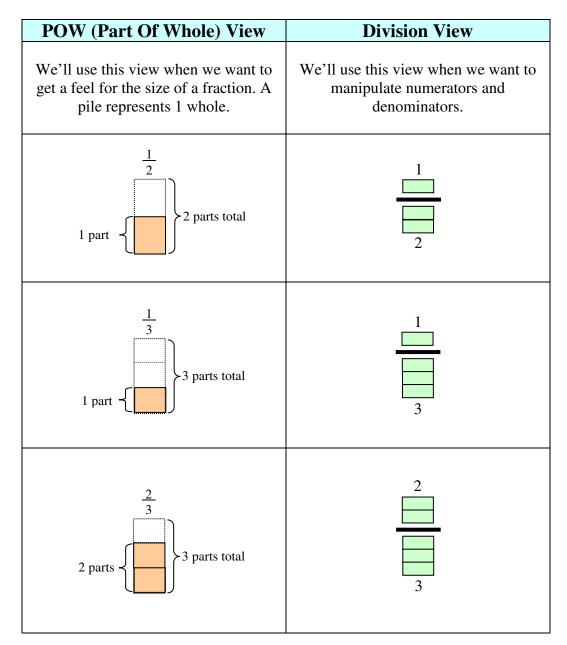
Imagine taking one ball from a set of balls.

## Fraction = Division

A fraction is a division.



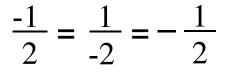
## **POW vs. Division View**



## **Negative Fractions**

If either the numerator or denominator are negative, the fraction is negative. If both are negative, the fraction is positive.

In this book, we'll focus on *positive* fractions. To review the rules for working with negative numbers, please see *Max Learning's Mental Math*.



### **Decimals = Fractions** Decimals are fractions whose denominators are powers of 10.

A decimal [DEH-sih-mul] is a fraction of a whole that has been split into power-of-10 parts, such as 10, 100, 1000, etc.

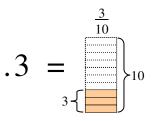
*Decim* is Latin for *tenth*. Decimal fractions are written as a decimal point followed by a digit or series of digits.

#### Examples

- .3 (point three) = 3/10 (three tenths)
- .30 (point three zero) = 30/100 (thirty hundredths)
- .03 (point zero three) = 3/100 (three hundredths)

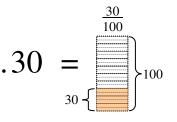
.003 (point zero zero three) = 3/1000 (three thousandths)

Decimal fractions like .3 are sometimes preceded with a zero as in 0.3 (zero point three) so we don't overlook the decimal point.



It's True: When the ancient Romans wanted to punish a group of people, they would sometimes *decimate* (kill) every *tenth* person.

An unwritten decimal point is assumed to follow any whole number. For example, 3 is 3. (three point), which is sometimes written as 3.0 (three point zero) so we don't overlook the decimal point.



Whole

0

tens

hundreds

ones

Tht

Thousands

part

tenths

h T

hundredths

Thousandths

### **Mixed Decimals and Place Values**

As with a mixed number, a mixed decimal is made from a whole number and a part. Each digit has a place value as shown on the right. The leftmost digits have the greatest value, the rightmost digits have the least value.

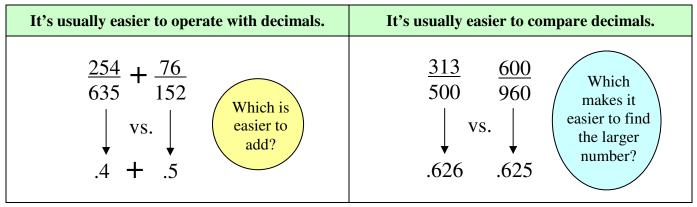
#### Examples

1.7 (one point seven) = 17/10 (one and seven tenths)

12.75 (twelve point seven five) = 12 75/100 (twelve and 75 hundredths)

4.235 (four point two three five) =  $4 \ 235/1000$  (four and two hundred thirty five thousandths)

### Why Decimals?



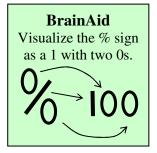
## **Percents = Fractions** Percents are fractions whose denominators are always 100.

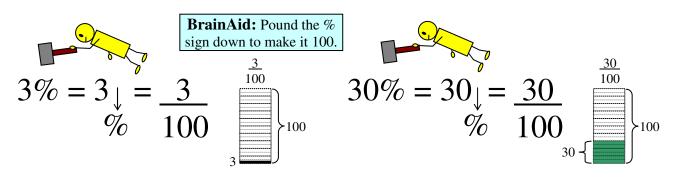
A percent [pur-SENT] is a fraction of a whole that has been split into 100 parts.

*Per centum* is Latin for *by the hundred*. *Per* means "divided by" and *cent* means 100, as in 100 cents make one dollar, or a 100 years make one century. Percent fractions are written as a number followed by a percent sign (%).

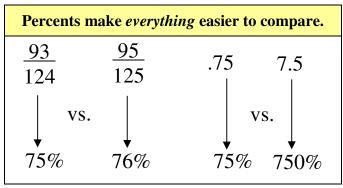
#### Examples

3% (three percent) = 3/100 3.5% (three point five percent) = 3.5/100 30% (thirty percent) = 30/100 300% (three hundred percent) = 300/100

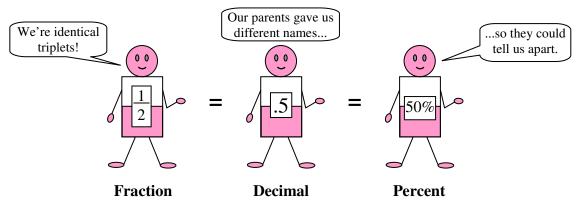




### Why Percents?



### Fractions = Decimals = Percents



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## **Rational Numbers** <u>Rational numbers can be written as *ratios*.</u>

The numbers in a ratio can be separated by a division line (2/1) or a colon (2:1). **BrainAid:** A <u>ratio</u> shows the <u>relation</u> between two numbers.

Here are four types of rational numbers:

### Integers

All integers can be written over a 1. Example: 2 can be written as the ratio 2/1.

### Fractions

Fractions are already in ratio form. Examples: 1/2, 5/4.

### **Terminating Decimals**

- Terminate—they come to an end.
- Can be converted to fractions.

Example: 0.5 = 5/10.

## **Repeating Decimals**

- Nonterminating—they go on forever.
- Repeating—they repeat the same number or series.
- Can be converted to fractions.

#### Example: $0.33333... = 0.\overline{33} = 1/3$

The ellipsis (...) means to repeat forever.

The line over .33 means to repeat forever.

BrainAid: Rational people are reasonable. They either stop or repeat consistently.

## **Irrational Numbers**

#### Irrational numbers can not be written as ratios.

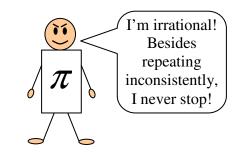
- Nonterminating—they go on forever.
- Nonrepeating—they never repeat a series of numbers.
- Can *not* be converted to fractions.

Examples:  $\pi = 3.1416...$   $\sqrt{3} = 1.73205...$ 

**BrainAid:** Irrational people are unreasonable. They go on and on without rhyme or reason.

## **Real Numbers**

Rational and Irrational Numbers make up the Real Number system. It sounds strange, but there is also an *Imaginary* Number System.



We're a rational group! We know

when to stop, or at

least repeat

consistently.

# BrainDrain #1

						7			
		3							
				6					
		4						9	
	2								
1						8			
			5						

Fill in the Crossword Puzzle					
Across	Down				
1. A number has a whole and a part.	4 fractions have denominators of 100.				
2. The is the bottom part of a fraction.	6. The is the top part of a fraction.				
3. This type fraction is greater than 1.	7 fractions have power-of-10 denominators.				
5. A is also a division.	8. A fraction is a of a whole.				
	9. A fraction is less than 1.				

#### **True/False**

Write T or F in the blanks.

- 1\_\_\_\_ Rational numbers are ratios.
- 2\_\_\_\_ Integers are rational.
- 3\_\_\_\_\_ Fractions are rational.
- 4\_\_\_\_ Rational numbers can repeat forever.
- 5\_\_\_\_\_ Irrational numbers can't be ratios.
- 6\_\_\_\_\_ Irrational numbers never end.

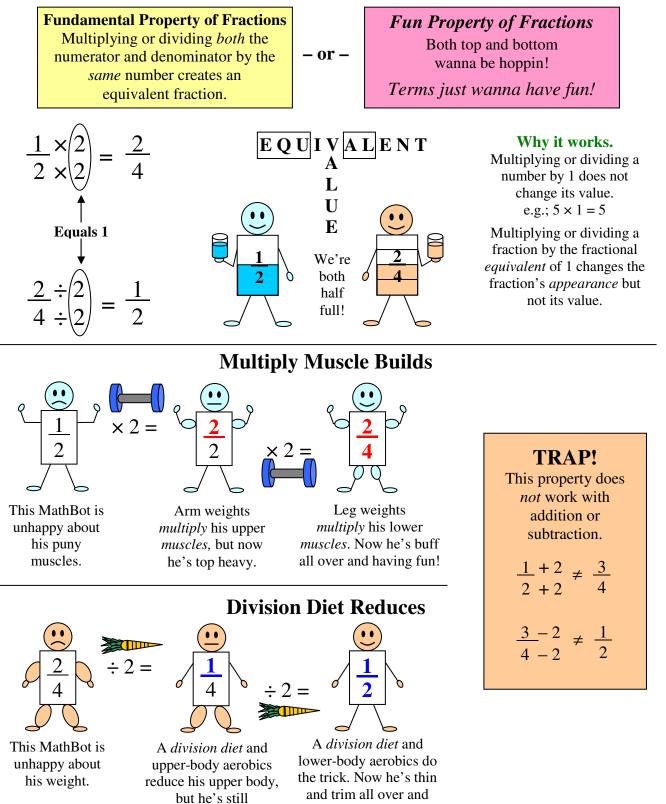
### **Study Buddy** If you struggle with math in school, find a study buddy to compare answers with until your ability and confidence grow. In exchange for math help, offer to help your study buddy in other ways.

#### **Fractions In The Newspaper**

The most common place to see fractions, usually in the form of decimals or percents, is in the newspaper, especially the business section. It seems there's always something that's a part of a whole, or going up or down a certain percent. See how many examples you can find in today's paper.

# **Operations** Equivalent Fractions

Equivalent Fractions are equal in value but not in appearance.



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bottom heavy.

having fun!

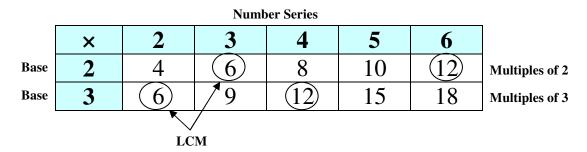
### **Making Multiples**

Before making equivalent fractions, let's review the concept of multiples that was introduced in *Mental Math*.

Multiples are *products* created by multiplying a base number times a series of numbers.

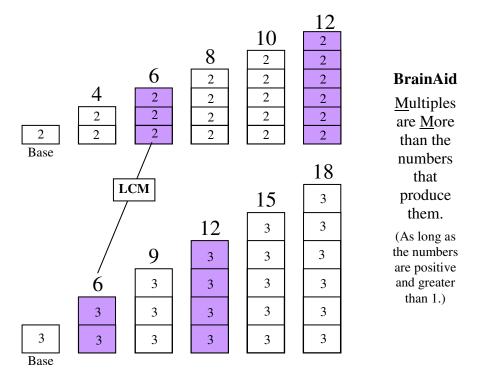
#### **Base** × Number = Multiple

**Common Multiples** are multiples that are the same for different bases. In the table, you can see that 6 and 12 are common multiples of the bases 2 and 3.



The **LCM** is the Least Common Multiple (i.e., the smallest). Observe that 6 is the LCM of the bases 2 and 3.

**BrainAid:** Think of <u>multiples as a series of mounds (aka piles) built from a base.</u> For example, the base 2 mounds below are 4, 6, 8, 10, and 12. And we could keep on building.



Your turn: Fill in the following Multiples Table. Circle common multiples.

×	2	3	4	5	6
4	8				24
5	10				30

### **Making Equivalent Fractions**

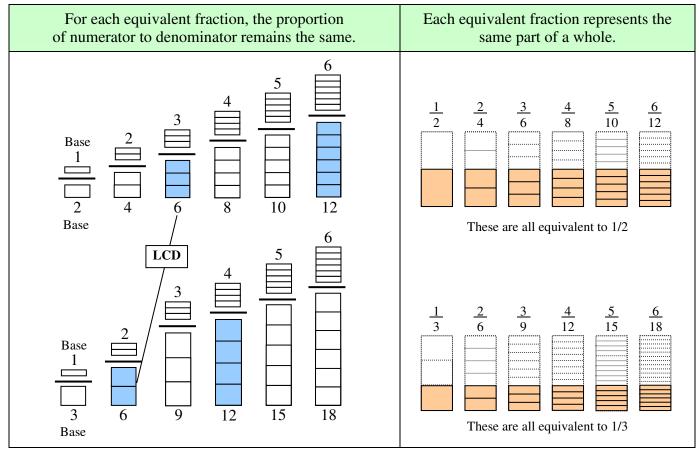
We use the same Base × Number = Multiple formula to create equivalent fractions, except each Base is a fraction and each Number is a fraction that is equivalent to 1. This creates two series of multiples: one for the numerator and one for the denominator.

**Common Denominators** are denominators that are the same for different fractions. In the table, observe that 6 and 12 are common denominators.

Fraction Series (all are equal to 1)								
	×	2/2	3/3	4/4	5/5	6/6		
Base	1/2	2/4	3/6	4/8	5/10	6/12	Equivalents of 1/2	
Base	1/3	2/6	3/9	4/12	5/15	6/18	Equivalents of 1/3	
	The LCD is the							

The LCD is the LCM of the denominators.

The **LCD** is the Least Common Denominator (i.e., the smallest). Observe that 6 is the LCD of the equivalents for 1/2 and 1/3.

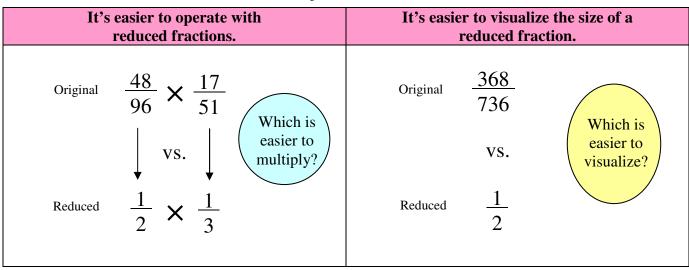


Your turn: Fill in the following Equivalent Fractions Table. Circle common denominators.

×	2/2	3/3	4/4	5/5	6/6
2/3	4/6				12/18
3/4	6/8				18/24

# **Reduced Fractions**

A reduced fraction is an *equivalent* fraction with a *smaller* numerator and denominator.



### Why Reduce?

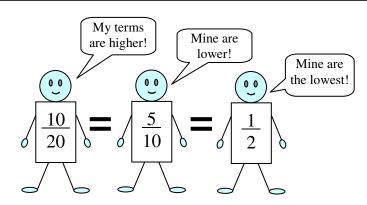
### **Lowest Terms**

Because smaller numbers are easier to work with, it's usually to our advantage to reduce a fraction to its lowest terms (aka simplest form).

In this case, the word *terms* refers to the numerator and denominator.

The goal is to reduce until we reach the *smallest* possible numerator and denominator.

The following fractions are equivalent, but only the last is in lowest terms.



#### Larger vs. Smaller Equivalents

Multiplying (making multiples) creates larger equivalent fractions.

Dividing (reducing) creates smaller equivalent fractions.

### **Finding All Factors**

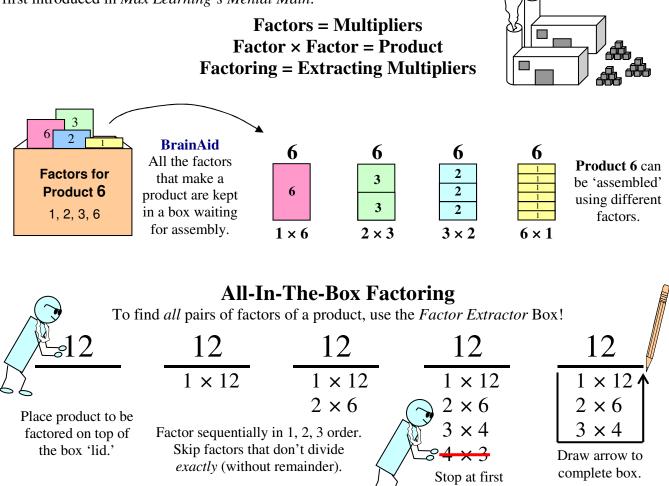
**BrainAid** Factor(ie)s

make Products.

20

 $1 \times 204$ 

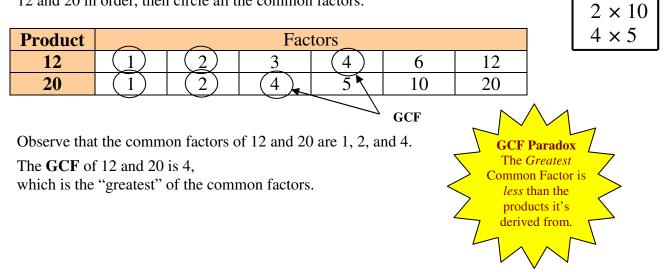
Before learning to reduce fractions, let's review the concept of factors first introduced in *Max Learning's Mental Math*.



reversed pair.

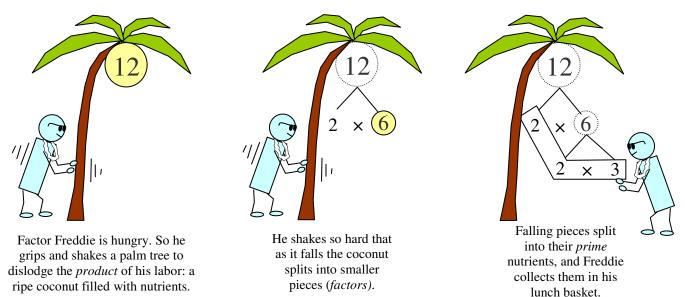
### **Common Factors & Greatest Common Factor (GCF)**

Factors that are the same for different products are called *common* factors. To demonstrate, we'll factor 20, arrange the factors of 12 and 20 in order, then circle all the common factors.



### **Finding Prime Factors**

Prime numbers are exactly divisible by one and themselves only.



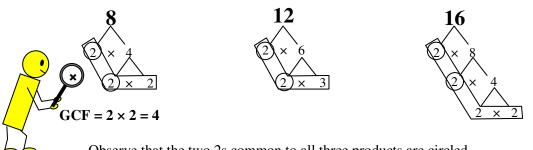
**Factoring Tricks** from *Max Learning's Mental Math* reveal if a product is divisible by a particular factor without having to first divide it. If you can't remember the tricks, or don't have them handy, use trial and error to divide out prime factors in ascending order—2, then 3, then 5, then 7, then 11, etc.

### Finding the GCF <u>Grip, Catch, Focus</u>

To find the GCF of several products:

- <u>Grip each products' Factor Tree, and shake out its prime factors.</u>
- $\underline{C}$  atch (circle) factors that are common to all products each time they occur.
- Focus on and magnify (multiply) any one set of circled factors to get the GCF.

**Example:** Find the GCF of 8, 12, and 16.



Observe that the two 2s common to all three products are circled. Observe that only *one* set of common factors is multiplied to find the GCF.

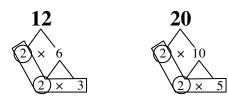
Your turn: Find the prime factors and GCF of each pair of products.

12 27	30	50	22	35
GCF =	GCF =		GCF =	

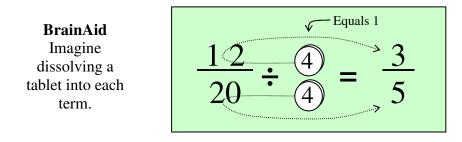
## **Reduce with GCF**

Problem: Reduce 12/20 to its lowest terms.

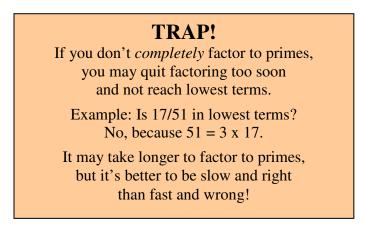
Solution: Find the GCF of 12 and 20 and use it to reduce each term.



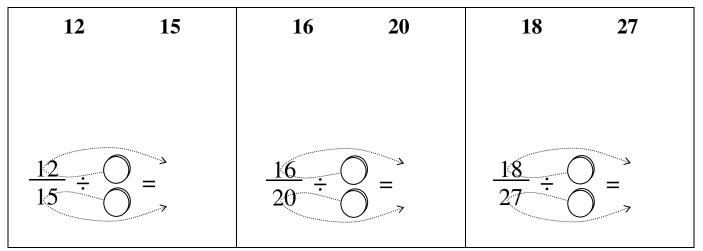
 $GCF = 2 \times 2 = 4$ 



**Why it works:** Dissolving the numerator and denominator equally creates a smaller equivalent fraction. Dissolving by the GCF ensures the lowest terms since the remaining numbers have no common factors.



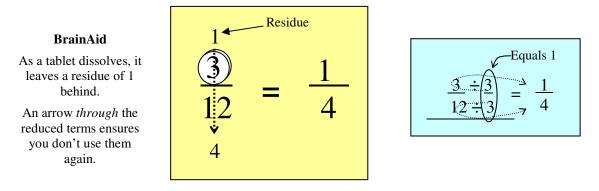
Your turn: Find the GCF and reduce each fraction to it lowest terms.



## **Reduce with Numerator**

Problem: Reduce 3/12 to its lowest terms.

**Solution:** You observe that the numerator is a factor of the denominator, so you dissolve the 3 directly into the 12. This is a variation of the GCF method except that here the numerator *is* the GCF.



Your turn: Reduce each fraction to its lowest terms by dissolving the numerator into the denominator.

$\begin{array}{c} \textcircled{3}\\15\\ \swarrow\end{array} =$	$\begin{array}{c} \underbrace{4}\\16\\ \underbrace{1}\\6\end{array} =$	(5) = 35
--	--	----------

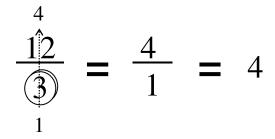
Now you draw the dissolving tablets and arrows, then reduce.

$\frac{6}{36} =$	$\frac{7}{21}$ =	$\frac{8}{80} =$
------------------	------------------	------------------

#### **Reducing Improper Fractions**

With an improper fraction, if the denominator is a factor of the numerator, this method also works. However, the end result is a whole number, so it's more of a division problem than a reducing problem.

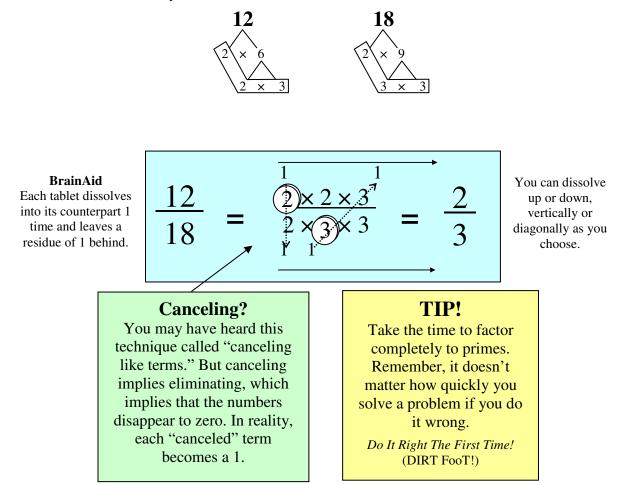
**Example:** Reduce 12/3 to its lowest terms.



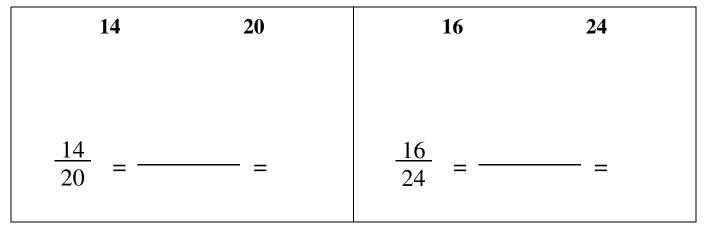
## **Reduce with Prime Factors**

Problem: Reduce 12/18 to its lowest terms.

**Solution:** You factor both the numerator and denominator into their prime factors, dissolve common factors, then multiply remaining factors. This is a more direct way to reduce because it eliminates the need to calculate then divide by the GCF.



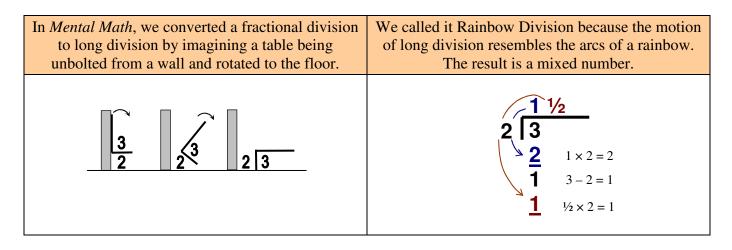
Your turn: Factor to primes, then reduce each fraction to its lowest terms.



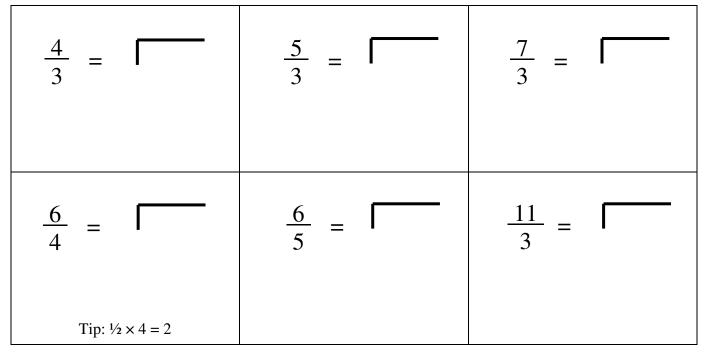
# **Converting Improper & Mixed**

## **Divide Improper to Get Mixed**

To convert an improper fraction (greater than 1) to a mixed number (whole + fraction), divide the numerator by the denominator.



Your turn: Divide the improper fractions to get mixed numbers.

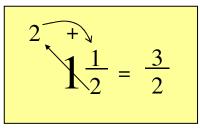


## Add Mixed to Get Improper

Adding the whole number and fraction of a mixed number creates an improper fraction. Although an addition problem, it's easier to use this traditional conversion trick.

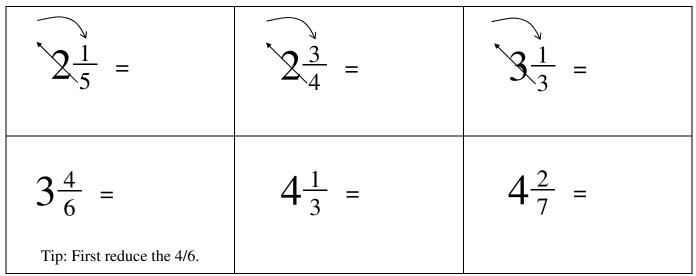
Mixed Number	Multiply denominator times whole number.	Add product to numerator.	Place sum over denominator to make an improper fraction.
$1\frac{1}{2}$	$\frac{2}{\sqrt{\frac{1}{2}}}$	$2^{+}$	$\frac{3}{2}$

Here's how it looks in condensed form.



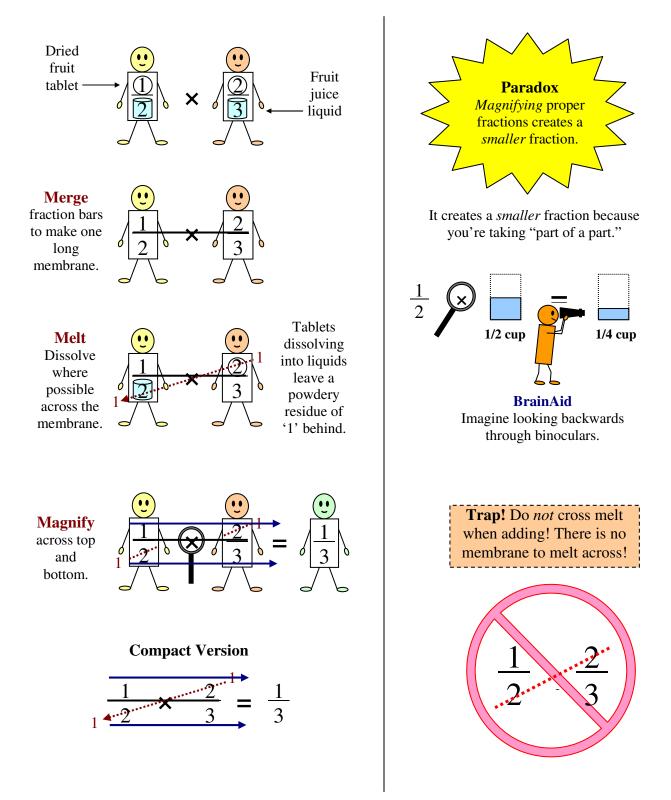
Why it works: See Mixed To Improper Half Spotlighting on page 37.

Your turn: Use the traditional conversion trick to convert the mixed numbers to improper fractions.



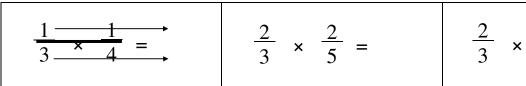
# Multiplying Fractions: Merge, Melt, & Magnify

**BrainAid:** Imagine MathBots have eaten dried fruit (tablets) and juices (liquids) that can be dissolved across digestive membranes, then magnified across top and bottom.



## **Proper Multipliers = Smaller Product**

Your turn: Merge, melt (if possible), and magnify.



$$\frac{2}{3} \times \frac{5}{7} =$$

# $\times \frac{5}{7} =$

## **Melt Before Magnifying**

Question: Why merge the fraction bars?

**Answer:** To create a "membrane" through which terms can be melted (aka dissolved, divided, reduced), *across* fractions. Cross-reducing creates smaller terms that are easier to magnify and result in a product in lowest terms.

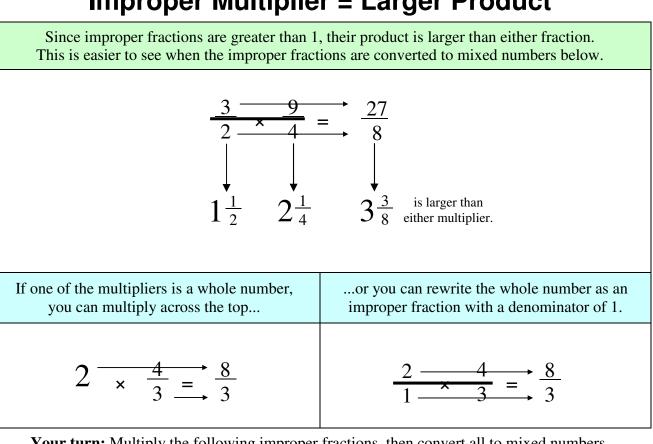
A membrane is a thin layer of material, like your skin, that things can dissolve through.

Numerator Cross-Reduce	GCF Cross-Reduce
$1 \underbrace{4}_{5} \underbrace{3}_{8} = \frac{3}{10}$	$\frac{2}{\frac{63}{7}} \frac{5}{39_{3}} = \frac{10}{21}$
Numerator Reduce, then Cross-Reduce	Prime Factor Cross-Reduce
$\overrightarrow{2}  \cancel{9^7} = \frac{3}{11}$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$

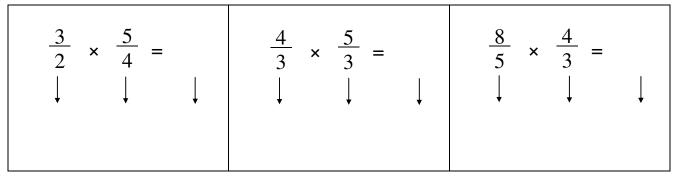
Your turn: Merge, melt, and magnify the following sets of fractions.

$\frac{2}{7} \times \frac{3}{4} =$	$\frac{2}{4} \times \frac{3}{9} =$	$\frac{8}{14} \times \frac{7}{12} =$
$\frac{8}{9} \times \frac{6}{10} =$	$\frac{4}{21} \times \frac{14}{16} =$	$\frac{9}{18} \times \frac{6}{15} =$

## Improper Multiplier = Larger Product



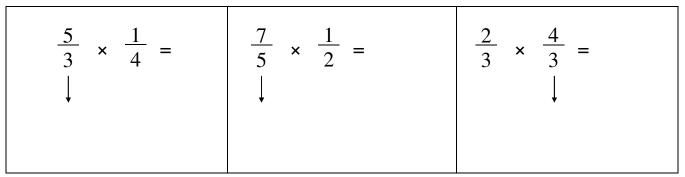
Your turn: Multiply the following improper fractions, then convert all to mixed numbers.



#### **Proper × Improper = In-Between Product**

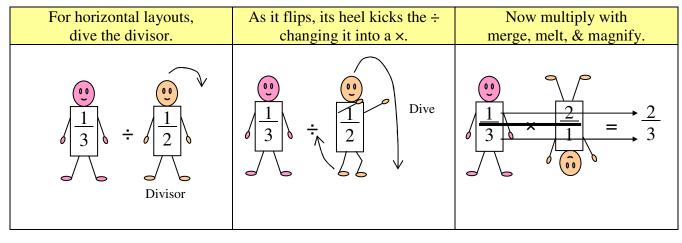
The product will be larger than the proper fraction (since you're magnifying it by more than 1) and smaller than the improper fraction (since you're magnifying it by less than 1). Therefore, the product will be in between the two fractions. Example:  $1/3 \times 3/2 = 1/2$  (which is in between 1/3 and 3/2).

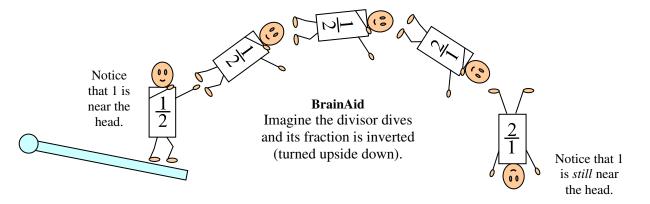
**Your turn:** Multiply the following proper & improper fractions, then convert improper to mixed.



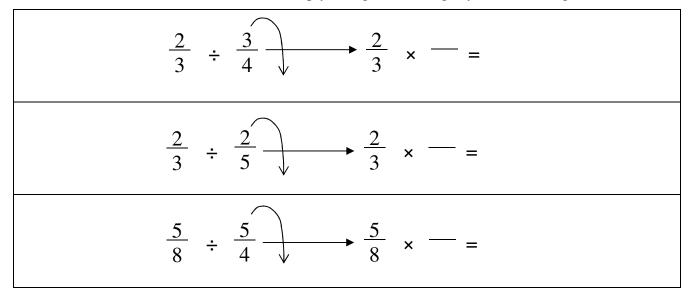
# Dividing Fractions: Flip & Multiply

## **Dive the Divisor**



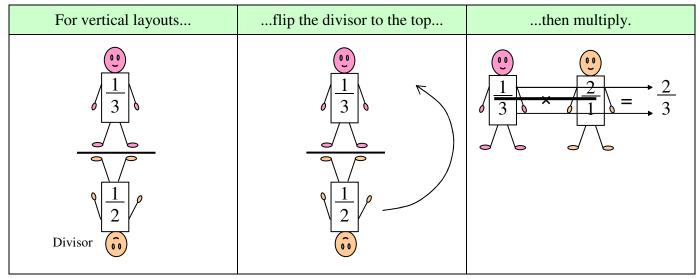


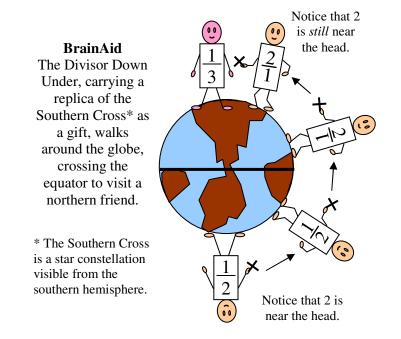
Your turn: Dive the divisor and multiply (merge, melt, magnify) the following fractions.

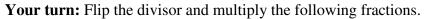


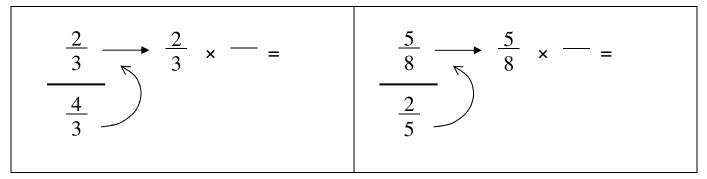
## **Divisor Down Under**

A fraction vertically divided by another fraction is called a *Complex Fraction*. But there's nothing really complex about it.

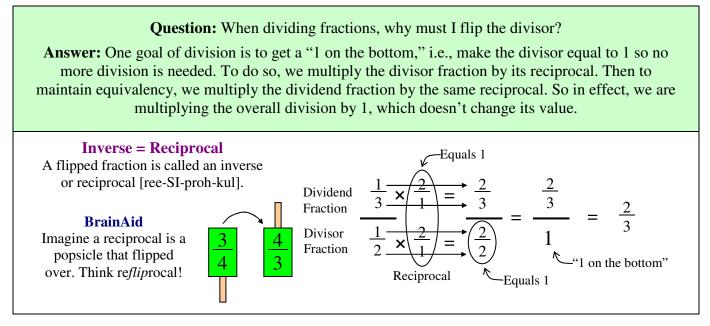






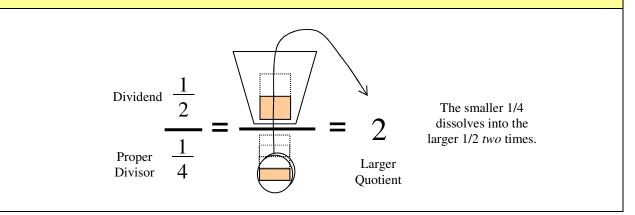


## **Fractional Division Issues**

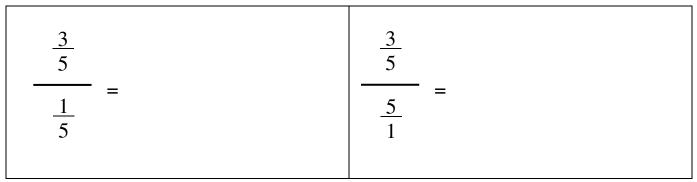


**Question:** Normally when I divide, the quotient is smaller than the dividend. How come when I divide by a fraction, the quotient is *larger* than the dividend?

**Answer:** When the divisor is a *proper* fraction (i.e., a part), the quotient will be larger because a 'part' will fit more times into a dividend than a 'whole' would. On the other hand, if you're dividing by an *improper* fraction, which is more than a whole, the quotient will be *smaller* than the dividend.



Your turn: Divide, then compare quotients for the following proper and improper divisors.



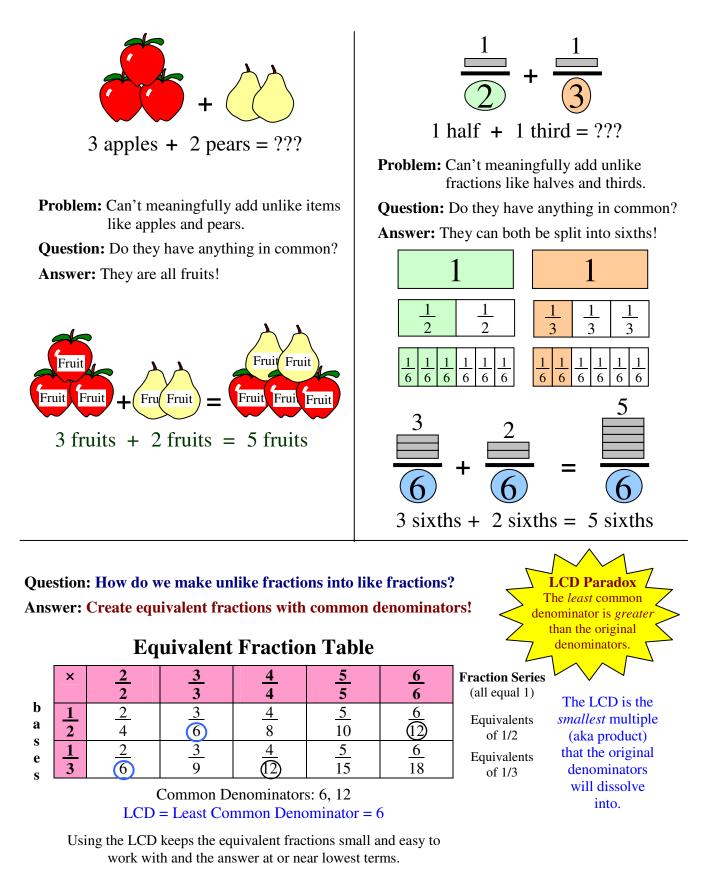
#### **Adding Fractions Adding Like Fractions** 'Like' fractions have identical denominators. 3 apples + 1 apple = 4 apples It's easy to add apples. If you had a different kind of fruit called "fifths," they'd be just as easy to add. 3 fifths + 1 fifth4 fifths = 3 **BrainAid** Imagine denominators are fruit. 'Like' fractions have the same fruit on the bottom. Trap! Do *not* add denominators! You'd change the type of fruit! To add 'like' fractions, attach Fifth $\frac{3}{5}$ + $\frac{1}{5}$ ≠ $\frac{4}{10}$ the numerators fruit over one denominator.

Your turn: Draw your choice of fruit shape around like denominators. Add. Reduce if needed.

$\frac{1}{4} + \frac{2}{4} =$	$\frac{3}{5} + \frac{2}{5} =$	$\frac{4}{7} + \frac{2}{7} =$
$\frac{1}{8} + \frac{3}{8} =$	$\frac{2}{6} + \frac{4}{6} =$	$\frac{7}{2} + \frac{4}{2} =$

## **Adding Unlike Fractions**

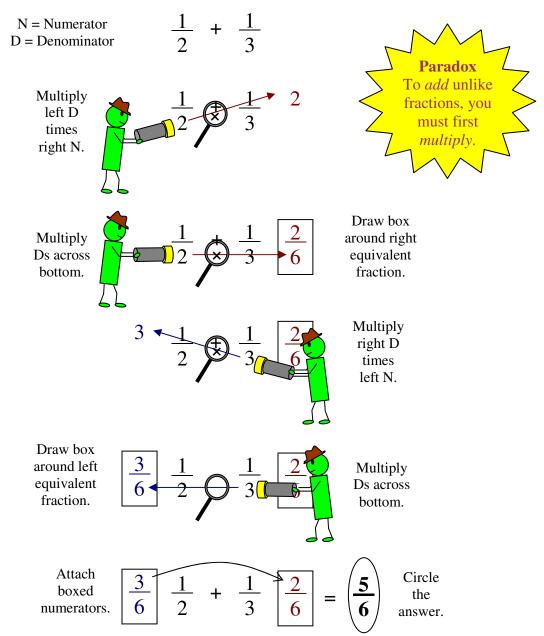
"Unlike" fractions have different denominators.



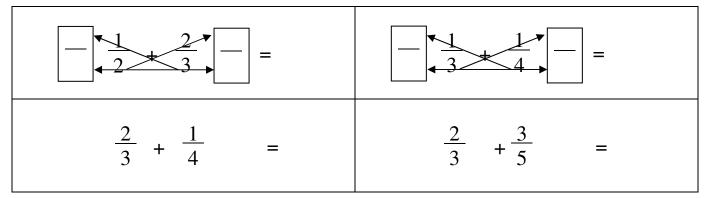
## Spotlighting

Spotlighting is a cool algorithm for creating equivalent fractions with common denominators.

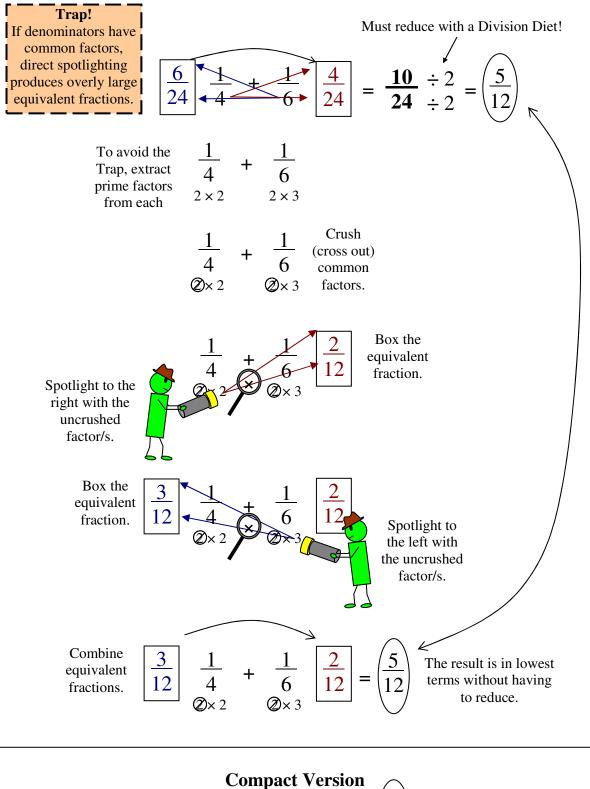
### **Case 1: Denominators With No Common Factors**



Your turn: Spotlight to add unlike fractions with no common factors in denominators.



### Case 2: Denominators With One Common Factors Factor, Crush, Spotlight

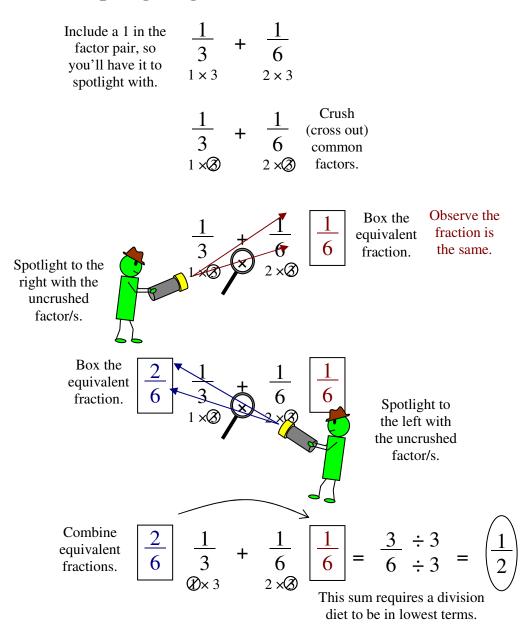


Imagine powerful spotlights arcing across the night sky!

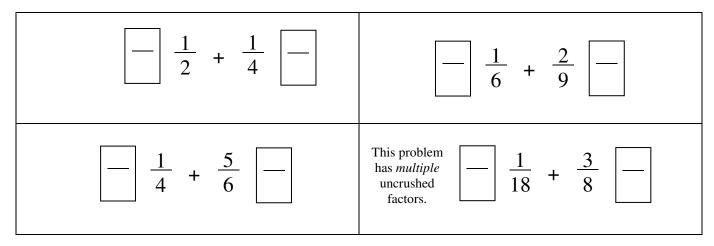
 $\overline{\mathcal{D}} \times 3$ 

12

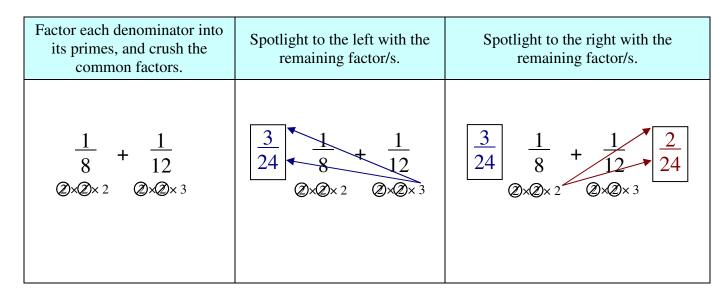
#### Spotlighting with a Prime Denominator



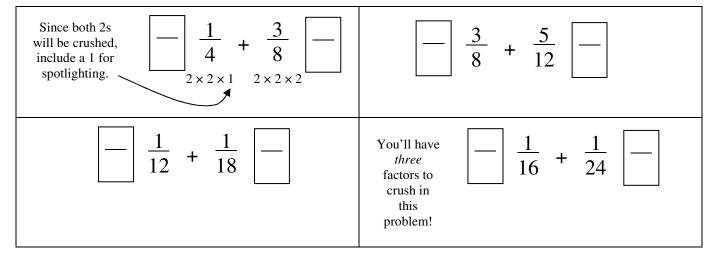
Your turn: Factor, crush, and spotlight to produce equivalent fractions (no sums this time).



### **Case 3: Denominators With Multiple Common Factors**

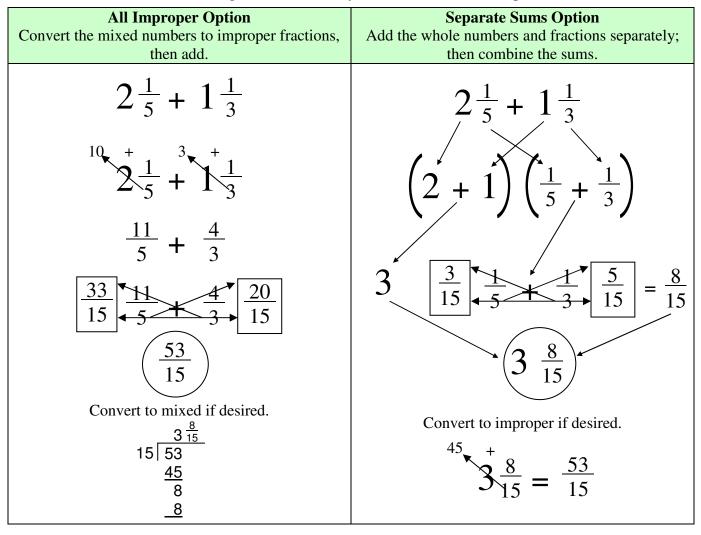


Your turn: Factor, crush, and spotlight to produce equivalent fractions (no sums this time).



**Your turn:** Factor, crush, and spotlight to produce equivalent fractions and sums. Reduce if needed. The Answer Key will show only the sums in lowest terms.

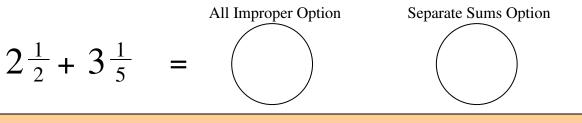
$\frac{1}{5} + \frac{3}{10} =$	$\frac{1}{6} + \frac{5}{12} =$
$\frac{2}{7} + \frac{3}{14} =$	$\frac{5}{9} + \frac{5}{6} =$



## Adding Mixed Numbers

When adding mixed numbers, you have more than one option.

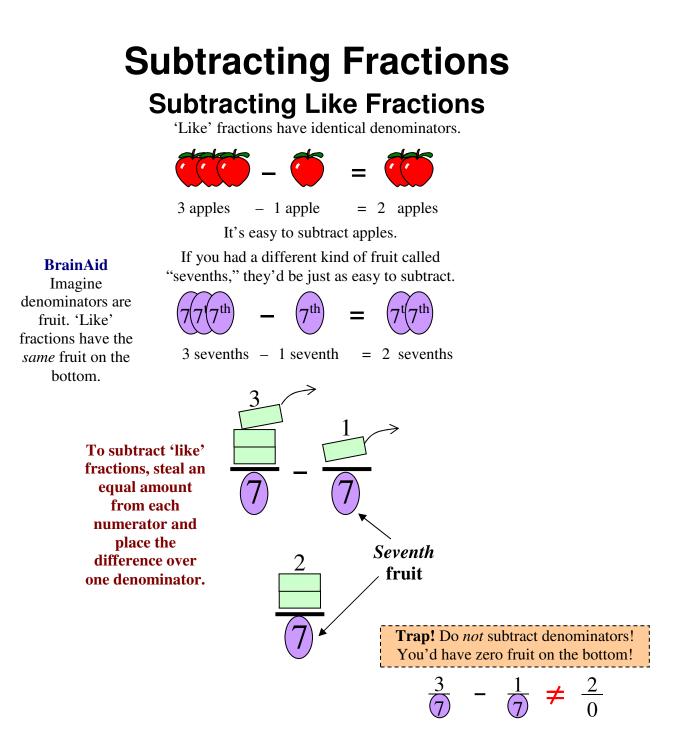
Your turn: On scratch paper, add the mixed numbers using both options.



#### **Mixed-to-Improper Half Spotlighting**

A mixed number is an addition, e.g.,  $1\frac{1}{2} = 1 + \frac{1}{2}$ . The mixed-to-improper conversion trick works by half spotlighting (see p.24). Proof: Place the whole number over a 1 and do a full spotlight.

$$1\frac{1}{2} = 1 + \frac{1}{2} = \frac{1}{1} + \frac{1}{2} = \frac{2}{2} + \frac{1}{2} + \frac{1}{2} = \frac{3}{2}$$



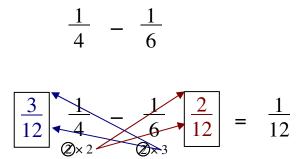
Your turn: Subtract the following like-denominator fractions.

$\frac{3}{8} - \frac{2}{8} =$	$\frac{5}{6} - \frac{4}{6} =$	$\frac{6}{5} - \frac{2}{5} =$
$\frac{7}{8} - \frac{4}{8} =$	$\frac{2}{7} - \frac{1}{7} =$	$\frac{7}{9} - \frac{5}{9} =$

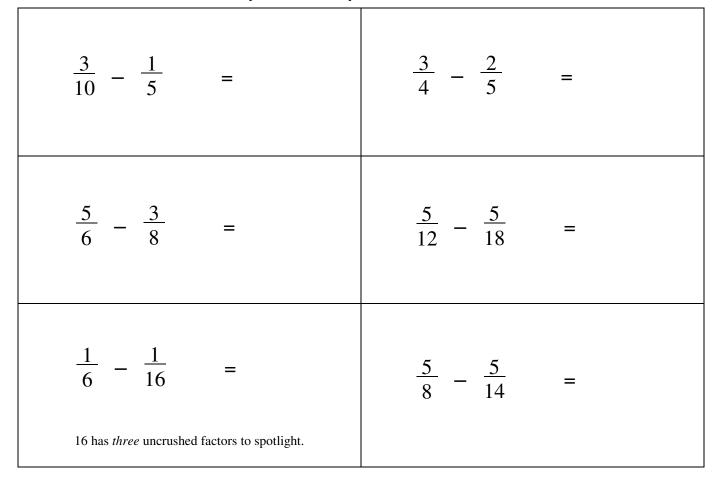
## **Subtracting Unlike Fractions**

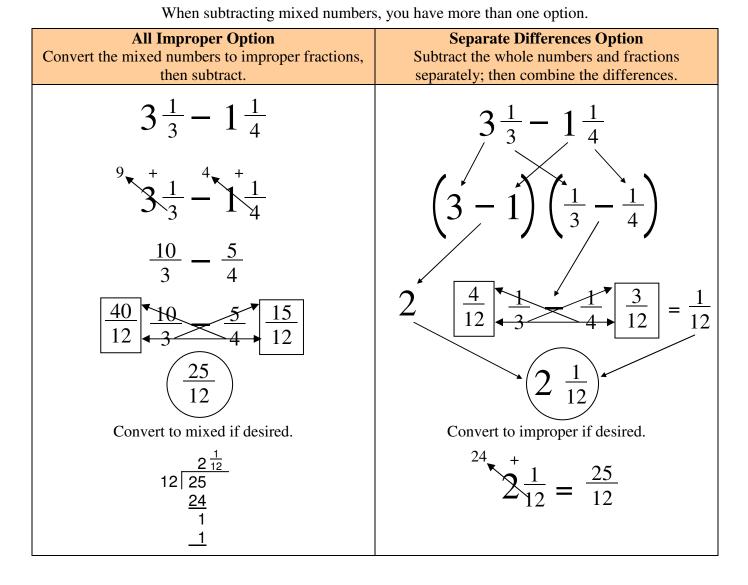
You can not directly subtract fractions with different denominators. You must use Spotlighting (see p.33) to create equivalent fractions with the Least Common Denominator.

### Factor, Crush, Spotlight & Subtract



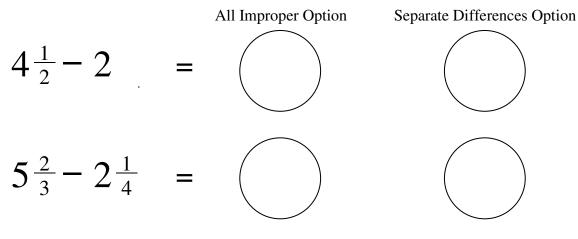
**Your turn:** Factor, crush, spotlight, subtract, and reduce as needed. The Answer Key will show only the final answers in lowest terms.





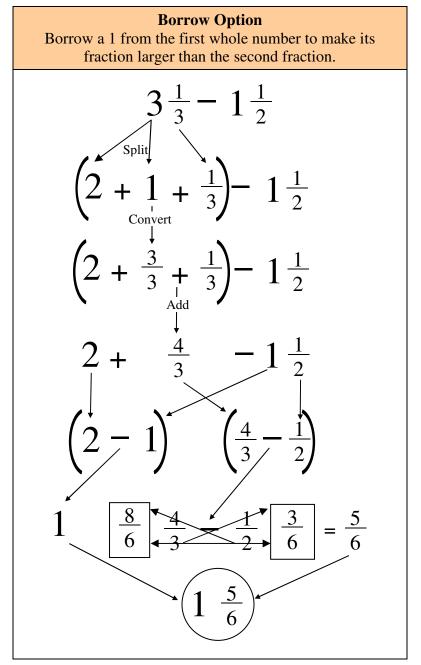
**Subtracting Mixed Numbers** 

Your turn: On scratch paper, subtract the mixed numbers using both options.

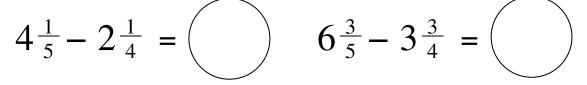


## **Negative Fraction Issue**

When subtracting mixed numbers using the Separate Differences Option, if the fraction of the first mixed number is smaller than the fraction of the second mixed number, the result is a negative fraction. The traditional way to avoid having to deal with a negative fraction is the Borrow Option. Alternately, you could use the All Improper Option to avoid a negative situation altogether.



Your turn: On scratch paper, subtract the mixed numbers using the Borrow Option.



## Comparing Fractions: Spotlight Tops

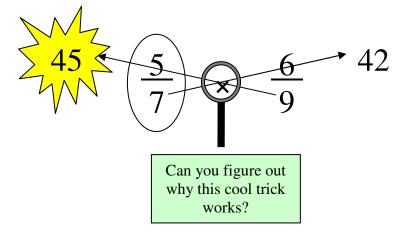
You've been working hard, so it's time for a little fun.

Problem: Which fraction is larger? Are you sure? It's not always easy to tell just by looking.



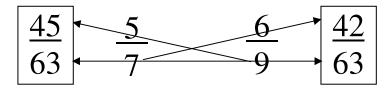
**Solution:** Multiply the numerator of each fraction by the denominator of the other. The largest Cross-Product indicates the largest fraction.

In this case, 45 is larger than 42, so 5/7 is larger than 6/9.



#### Why It Works

This is Spotlighting without multiplying the denominators, since both equivalent denominators are guaranteed to be the same. Spotlighting the denominators reveals that 45 of 63 parts is greater than 42 of 63.



Your turn: Spotlight the numerators to find the largest fraction. Circle it.

$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\frac{7}{6}  \frac{9}{8}$
---	----------------------------

## BrainDrain #2

					7			9	
		 4							
				6					
		5				8			
1	3								
2									

Fill in the Crossword Puzzle					
Across Down					
1. The greatest common factor is the	3. Added fractions need a denominator.				
2. Proper x Proper = Product.	4. Addition converts to improper.				
5. Reduced fractions are fractions.	6. To divide fractions, first invert the				
7. Equivalent fractions are in value.	8. Reduce fractions to their terms.				
9. The LCD is the common denominator.					

#### **True/False**

Write T or F in the blanks.

- 1\_\_\_\_\_ Spotlighting always produces the LCD.
- 2\_\_\_\_\_ The LCD is the LCM of two denominators.
- 3\_\_\_\_\_ Factor/crush produces the lowest equivalents.
- 4\_\_\_\_ Compare fraction size by cross multiplying.
- 5\_\_\_\_\_You can Cross-Reduce added fractions.

#### The Tortoise Wins

Like the parable of the plodding tortoise winning the race over the swift but overconfident hare, you'll achieve the greatest math accuracy by following a step-by-step procedure rather than making a quick leap to an incorrect answer.

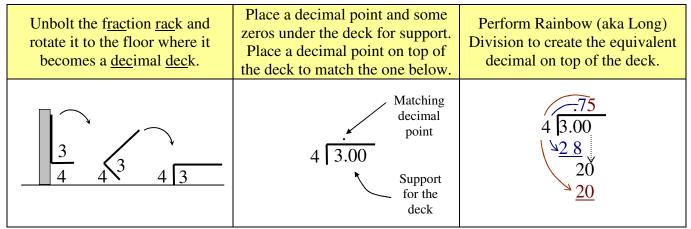
#### Math Anywhere Anytime!

If you have access to pencil and paper (scraps will do) and a spare moment, make up fraction problems and practice solving them. If you're not sure of your answers, find someone to check them.

## **Converting Fractions & Decimals**

Before you start this section, you may want to review "Decimals = Fractions" on page 10.

## Fraction to Decimal: Rack to Deck

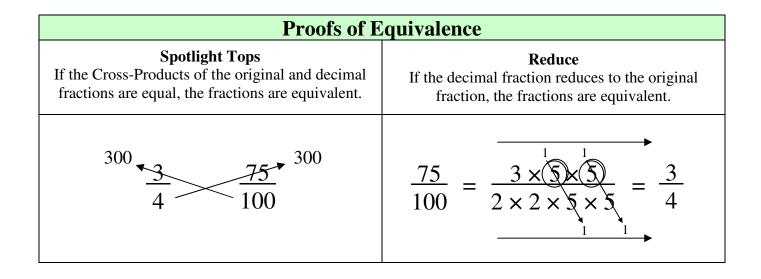


## **Decimal to Fraction: Sink & Sprout**

Imagine that decimal points have powers of 10 crammed into them. They are so dense they sink below ground and expand like a seed until their power of 10 sprouts out. The power of 10 consists of a 1 followed by as many zeros as there are decimal digits. Like plants supported by roots, each aboveground digit needs a zero to support it.

$$.75 \rightarrow .75 \rightarrow .75 \rightarrow .75$$

$$\begin{array}{c} \text{Each} \\ \text{digit gets} \\ \text{its} \\ 0 \\ \text{Sinks} \end{array}$$



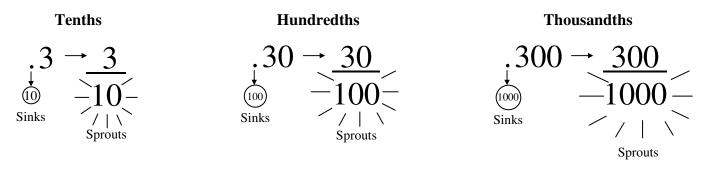
<u>1</u> 2	$\frac{1}{3}$	<u>1</u> 4
$\frac{2}{3}$	$\frac{3}{5}$	<u>4</u> 7

### Sink & Sprout & Place Values

Each decimal place adds another zero to the denominator.

**BrainAid:** The sinking seed contains one zero for each decimal place occupied.

Whole	part
T h t o •	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
Thousands	tenths



#### Your turn: Sink & Sprout the following decimals into their equivalent fractions.

.3	.40	.555
.064	.700	.111

## **Rounding: High Five!**

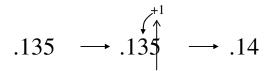
Rounding reduces the number of digits in a number. Why? To make the number easier to work with. When? When you don't need to be too precise.

**Problem:** When you convert some fractions to decimals, the division may continue to more decimal places than you need. But simply dropping the last digit may not produce an accurate enough result.

Solution: Round the last (rightmost) digit/s up or down.

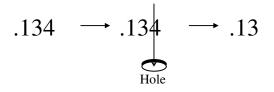
## Round <sup>UP</sup>

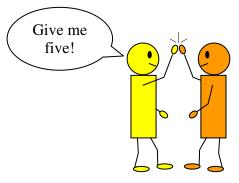
If the last digit is 5 or higher, delete it and add 1 to the new last digit. **BrainAid:** Imagine friends reaching *up* and slapping hands in a "high-five" gesture.



#### Round down

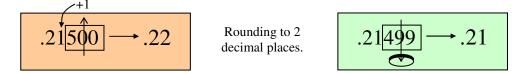
If the last digit is less than 5, delete it. **BrainAid:** Imagine numbers less than 5 falling into a hole.





#### **Rounding Multiple Digits**

To round to a specific number of digits, draw a box around the unneeded digits. If the boxed number is 50, 500, 5000, etc. or above, round the new last digit up, otherwise just drop the boxed number.



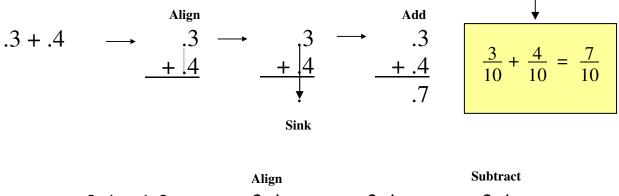
#### Your turn: Round the following numbers to 2 decimal places.

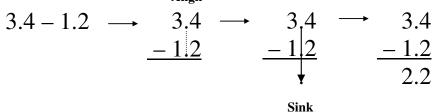
.748	.352	.4278
.50901	.454999	.5555555

## **Decimal Operations**

## Adding & Subtracting Decimals: Align & Sink

To add or subtract decimal numbers, align the decimal points in a column, draw a line beneath, sink a decimal point into the answer area, and add or subtract as usual. **Why it works:** Each decimal place has a power-of-10 common denominator.





If either number has fewer decimal digits, add zeros as placeholders.

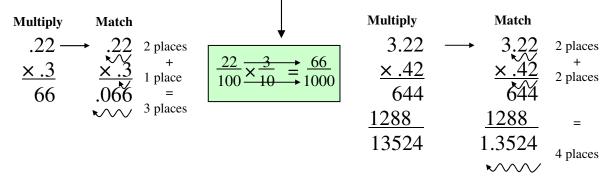
 $3.4 + 1.25 \longrightarrow 3.40^{4 \text{ Add zero}} 3.45 - 1.2 \longrightarrow 3.45_{4.65}^{3.45} \text{ Add zero}$ 

Your turn: Align & Sink, then add or subtract the following decimal numbers.

5.7 + 3.2	5.7 – 3.2
6.2 + 1.9	6.2 – 1.9
12.3+3.25	12.3–3.25

## Multiplying Decimals: Match Places

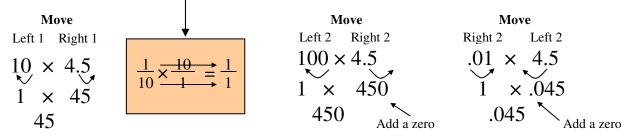
To multiply decimal numbers, multiply the digits as usual, then match the total decimal places of the multipliers to the product. Why it works: Each decimal digit creates another zero in the denominator.



## Multiplying by Powers of 10: Move Opposite

To multiply a decimal number by a power of 10, make the power of 10 into a 1 by moving its decimal point. Then move the other number's decimal point the same number of places in the *opposite* direction. **Why it works:** Moving the decimal points equally in opposite directions creates reciprocals (10 vs. 1/10, 100 vs. 1/100, etc.) that when multiplied yield 1, so no values change just decimal places.

1/10, 100 vs. 1/100, etc.) that when multiplied yield 1, so no values change, just decimal places.



Your turn: Match Places or Move Opposite to multiply the following decimal numbers.

3.4	4.43	.54
<u>× .2</u>	<u>× .2</u>	<u>× .32</u>
10 × 3.2	.1 × 3.2	100 × 3.2

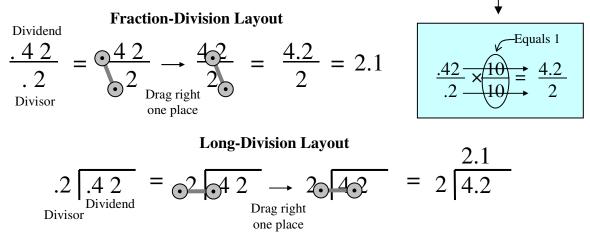
## Dividing Decimals: Drag the Dumbbell

To divide decimal numbers, make the divisor into a whole number by moving its decimal point to the right as far as needed. Move the dividend's decimal point equally to the right. Divide as usual.

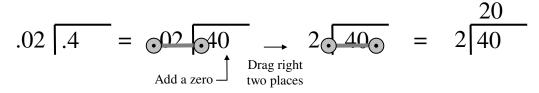
**Reminder:** A whole number like 5 can be written as the mixed decimal 5.0 and vice versa.

Why it works: Moving both decimal points equally is like multiplying the dividend and divisor by the same power of 10. This is equivalent to multiplying by 1, so the value of the division remains the same.

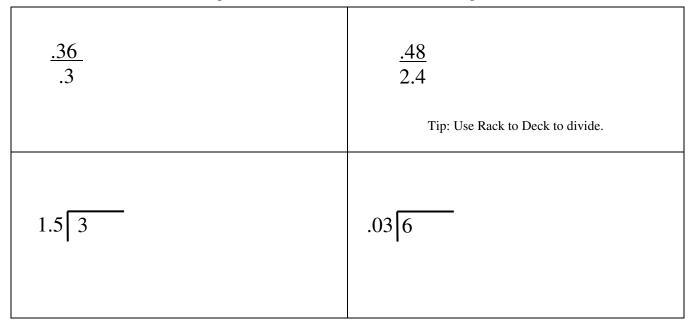
**BrainAid:** Imagine the two decimal points are the ends of a dumbbell. Drag the dumbbell to the right until the divisor is an integer, then divide.



If needed, add placeholding zeros to the dividend.



Your turn: Drag the Dumbbell and divide the following decimal numbers.



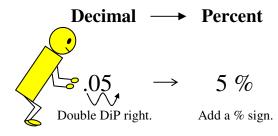
## **Converting Decimals & Percents**

Before you start this section, you may want to review "Percents = Fractions" on page 11.

BrainAid: Let DiP represent Decimal into Percent.

## **Decimal to Percent: Double DiP Right**

Move the decimal point two places *right* in the D to P direction. Add a % sign.



Why it works: Any decimal number can be written as a fraction with a 1 in the denominator. Multiplying top and bottom by 100 creates a percent, but this is equivalent to multiplying by 1, so the value of the division remains the same.

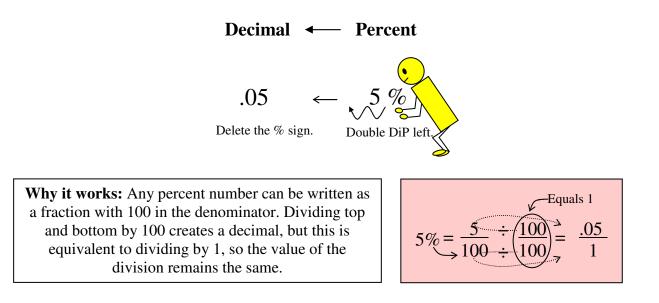
$$\underbrace{\frac{.05}{1} \times \underbrace{\frac{100}{100}}_{100} = \frac{5}{100} = 5\%$$

Your turn: Double Dip right to convert the following decimals into percents.

.36 →	3.6 $\longrightarrow$ Add a placeholding zero.	$36 \longrightarrow$ Add a decimal point and two zeros.
.0123 →	.123 →	$1.23 \rightarrow$

## Decimal from Percent: Double DiP Left

Move the decimal point two places *left* in the D direction from P. Delete the % sign.

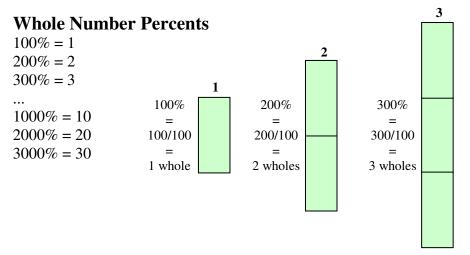


Your turn: Double Dip left to convert the following percents into decimals.

← 3%	← 30%	← 300%
← .25%	← 2.5%	← 25%

## The Language of Percents

Sometimes the words and concepts of percents may not match our perceptions.



#### **Percent Of**

50% *of* an amount means *half* of the original amount. Example: If someone gave you 50% of \$100, you'd have \$50.

100% of an amount means one times the original amount. Example: If someone gave you 100% of \$100, you'd have \$100.

200% *of* an amount means *two* times the original amount. Example: If someone gave you 200% of \$100, you'd have \$200.

**Formula:** (Percent of) / 100 = # times the original amount. Examples: 70% of = 70/100 = 0.7 times the original. 300% of = 300/100 = 3 times the original.

#### **Percent Increase**

A 50% *increase* means the original plus half the original, i.e.,  $1\frac{1}{2}$  times the original amount. Example: If you increased \$100 by 50%, you'd have \$100 + \$50 = \$150.

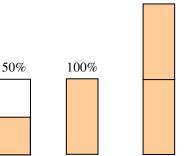
A 100% *increase* means the original plus one times the original, i.e., *two* times the original amount. Example: If you increased \$100 by 100%, you'd have \$100 + \$100 = \$200.

A 200% *increase* means the original plus twice the original, i.e., *three* times the original amount. Example: If you increased \$100 by 200%, you'd have \$100 + \$200 = \$300.

**Formula:** (Percent increase + 100) / 100 = # times the original. Examples: 70% increase = (70 + 100)/100 = 170/100 = 1.7 times the original amount. 300% increase = (300 + 100)/100 = 400/100 = 4 times the original amount.

Your turn: Starting with \$1000, fill in the blanks with the amount you'd receive.

50% of =	100% of =	200% of =	500% of =
50% increase =	100% increase =	200% increase =	500% increase =



200%

## BrainDrain #3

	2	3		5				
	-	5		5				
				6			7	
1								
			4					
			-					

#### Fill in the Crossword Puzzle

#### Across

- 1. Add decimal numbers with Align & \_\_\_\_\_.
- 2. Equivalent fractions have equal \_\_\_\_\_-products.
- 4. To multiply decimal numbers, \_\_\_\_\_ Places.
- 6. A rightmost digit of 5 or more is \_\_\_\_\_ up.

#### Down

- 3. Convert fractions to decimals with \_\_\_\_\_ to Deck.
  - Opposite.
- 4. To multiply by powers of 10, \_\_\_\_\_ Opposite
- 5. Convert decimals to fractions with Sink & \_\_\_\_\_.
- 7. To divide decimal numbers, Drag the \_\_\_\_

#### **True/False**

Write T or F in the blanks.

- 1\_\_\_\_\_ To convert decimal to percent, Double DiP right.
- 2\_\_\_\_\_ To convert to decimal from percent, Double DiP left.
- 3\_\_\_\_\_ 200% of an amount is triple the amount.
- 4\_\_\_\_\_A 200% increase means triple the original amount.
- 5\_\_\_\_\_ 300% is equal to 3.

## Math Is Easy?

Well, not always. But problems that once seemed impenetrable will fall apart when you "see the light." Tips, tricks, and analogies can hasten that "breakthrough" moment.

#### **Check of Reasonableness**

Once you solve a problem, check to see that the answer you got is reasonable. You can catch many math errors this way. For example,  $0.2 \ge 3 = 6$  is not reasonable because 0.2 is less than 1, that is, it's a part of a whole. Therefore, part (0.2) of 3 has to be less than 3. The correct answer is 0.6.

# **Answer Key**

## **BrainDrain #1**

Page 13 Crossword Puzzle: Across: 1. mixed, 2. denominator, 3. improper, 5. fraction; Down: 4. percent, 6. numerator, 7. decimal, 8. part, 9. proper True/False: All are true.

## **Equivalent Fractions**

**Page 15: Making Multiples** Top Row: 12, 16, 20; Bottom Row: 15, 20, 25; (20s circled)

**Page 16: Making Equivalent Fractions** Top Row: 6/9, 8/12, 10/15; Bottom Row: 9/12, 12/16, 15/20 (12s circled)

Page 19: Finding the GCF 3, 10, No GCF (except for 1)

**Page 20: Reduce with GCF** 3, 4/5; 4, 4/5; 9, 2/3

**Page 21: Reduce with Numerator** Top Row: 1/5, 1/4, 1/7; Bottom Row: 1/6, 1/3, 1/10

**Page 22: Reduce with Prime Factors** 7/10, 2/3

**Page 23: Divide Improper to Get Mixed** Top Row: 1 1/3, 1 2/3, 2 1/3; Bottom Row: 1 1/2, 1 1/5, 3 2/3

**Page 24: Add Mixed to Get Improper** Top Row: 11/5, 11/4, 10/3; Bottom Row: 11/3, 13/3, 30/7

### **Multiplying Fractions**

**Page 266: Proper Multiplier = Smaller Product** 1/12, 4/15, 10/21

**Page 26: Melt Before Magnifying** Top Row: 3/14, 1/6, 1/3; Bottom Row: 8/15, 1/6, 1/5

**Page 27: Improper Multiplier = Larger Product** Top Row: 15/8, 1 1/2, 1 1/4, 1 7/8 | 20/9, 1 1/3, 1 2/3, 2 2/9 | 32/15, 1 3/5, 1 1/3, 2 2/15 Bottom Row: 5/12, 1 2/3 | 7/10, 1 2/5 | 8/9, 1 1/3

### **Dividing Fractions**

Page 28: Diving Divisor Top: 8/9; Middle: 5/3; Bottom: <sup>1</sup>/<sub>2</sub>

Page 29: Down-Under Divisor 1/2, 25/16

**Page 30: Fractional Division Issues** 3, 3/25

### **Adding Fractions**

**Page 31: Adding With Like Denominators** Top Row: 3/4, 5/5=1, 6/7; Bottom Row: 4/8=1/2, 6/6=1, 11/2

**Page 33: Spotlighting with no Common Factors** Top Row: 7/6, 7/12; Bottom Row: 11/12, 19/15

**Page 35: Spotlighting with One Common Factor** Top Row: 2/4, 1/4 | 3/18, 4/18; Bottom Row: 3/12, 10/12 | 4/72, 27/72

**Page 36: Spotlighting with Multiple Common Factors** Top Row: 2/8, 3/8 | 9/24, 10/24; Bottom Row: 3/36, 2/36 | 3/48, 2/48 Top Row: 1/2 | 7/12; Bottom Row: 1/2 | 25/18

**Page 37: Adding Mixed Numbers** 57/10, 5 7/10

#### **Subtracting Fractions**

**Page 38: Subtracting With Like Denominators** Top Row: 1/8, 1/6, 4/5; Bottom Row: 3/8, 1/7, 2/9

**Page 39: Subtracting With Unlike Denominators** Top Row: 1/10, 7/20; Middle Row: 11/24, 5/36; Bottom Row: 5/48, 15/56

**Page 40: Subtracting Mixed Numbers** Top Row: 13/6, 2 1/6; Bottom Row: 41/12, 3 5/12

Page 41: Negative Fraction Issue 1 19/20, 2 17/20

### **Comparing Fractions**

**Page 42: Cross Multiply** 6/7, 5/11, 7/6

#### **BrainDrain #2**

Page 43 Crossword Puzzle: Across: 1. GCF 2. Smaller, 5. equivalent, 7. equal; Down: 3. common, 4. mixed, 6. divisor, 8. lowest, 9. Least True/False: 1F, 2T, 3T, 4T, 5F

### **Converting Fractions & Decimals**

**Page 45: Fraction to Decimal: Rack to Deck** Top Row: .50, .33, .25; Bottom Row: .66, .60, .57

**Page 45: Decimal to Fraction: Sink & Sprout** Top Row: 3/10, 40/100, 555/1000; Bottom Row: 64/1000, 700/1000, 1111/10000

**Page 46: Rounding: High Five!** Top Row: .75, .35, .43; Bottom Row: .51, .45, .56

**Page 47: Add/Subtract Decimals: Align & Sink** Top Row: 8.9, 2.5; Middle Row: 8.1, 4.3; Bottom Row: 15.55, 9.05

Page 48: Multiply Decimals: Match Places / Move Opposite Top Row: .68, .886, .1728; Bottom Row: 32, .32, 320

**Page 49: Dividing Decimals: Drag the Dumbbell** Top Row: 1.2, .2; Bottom Row: 2, 200

### **Converting Decimals & Percents**

**Page 50: Decimal to Percent: Double DiP Right** Top Row: 36%, 360%, 3600%; Bottom Row: 1.23%, 12.3%, 123%

**Page 51: Decimal from Percent: Double DiP Left** Top Row: .03, .3, 3; Bottom Row: .0025, .025, .25

**Page 52: Percent Of / Percent Increase** Top Row: \$500, \$1000, \$2000, \$5000 Bottom Row: \$1500, \$2000, \$3000, \$6000

### **BrainDrain #3**

Page 53 Crossword Puzzle: Across: 1. Sink, 2. cross, 4. Match, 6. rounded; Down: 3. Rack, 4. Move, 5. Sprout, 7. Dumbbell True/False: 1T, 2T, 3F, 4T, 5T

### **Additional Max Learning Math Books**



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