

## Display Master: Key Ideas: Divide to Compute Equivalent Fractions

- Multiplying by 1 (applying the identity property of multiplication or its inverse) requires that the same operation be performed on the numerator and the denominator.
- A tool to find equivalent fractions is the multiplication table.

**Display Master: Equivalent Fraction to  $\frac{2}{4}$  A**

$$\frac{\dots}{\dots} \times \frac{2}{2} = \frac{2}{4}$$

**Display Master: Equivalent Fraction to  $\frac{2}{4}$  B**

$$\frac{\dots}{2} \times \frac{2}{2} = \frac{2}{4}$$

**Display Master: Equivalent Fraction to  $\frac{2}{4}$  C**

$$\frac{1}{2} \times \frac{2}{2} = \frac{2}{4}$$

**Display Master: Equivalent Fraction to  $\frac{12}{16}$**

$$\frac{12 \div 2}{16 \div 2} = \frac{6}{8}$$

**Display Master: Blank Multiplication Table**

	1	2	3	4	5	6	7	8	9	10	11	12
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												

**Display Master: Completed Multiplication Table**

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>1</b>	1	2	3	4	5	6	7	8	9	10	11	12
<b>2</b>	2	4	6	8	10	12	14	16	18	20	22	24
<b>3</b>	3	6	9	12	15	18	21	24	27	30	33	36
<b>4</b>	4	8	12	16	20	24	28	32	36	40	44	48
<b>5</b>	5	10	15	20	25	30	35	40	45	50	55	60
<b>6</b>	6	12	18	24	30	36	42	48	54	60	66	72
<b>7</b>	7	14	21	28	35	42	49	56	63	70	77	84
<b>8</b>	8	16	24	32	40	48	56	64	72	80	88	96
<b>9</b>	9	18	27	36	45	54	63	72	81	90	99	108
<b>10</b>	10	20	30	40	50	60	70	80	90	100	110	120
<b>11</b>	11	22	33	44	55	66	77	88	99	110	121	132
<b>12</b>	12	24	36	48	60	72	84	96	108	120	132	144

**Display Master: Equivalent Fraction to  $\frac{16}{10}$  A**

$$\frac{16 \div ?}{10 \div ?} = \frac{8}{5}$$

**Display Master: Equivalent Fraction to  $\frac{16}{10}$  B**

$$\frac{16 \div ?}{10 \div 2} = \frac{8}{5}$$

**Display Master: Equivalent Fraction to  $\frac{16}{10}$  C**

$$\frac{16 \div 2}{10 \div 2} = \frac{8}{5}$$