

Name: _____

I'd Love To Keep Score

GRADES 3-5

Explain

Answer the following in the form of a fraction.

1. If a player scores 0 points, draw a fraction model to represent the number of points needed to win the set.

2. If a player scores 1 point, draw a fraction model to represent the number of points needed to win the set.

3. If a player scores 2 points, draw a fraction model to represent the number of points needed to win the set.

4. If a clock reads 12:45, draw a fraction model to represent the number of minutes needed to read 1:00.

5. If a player scores 4 points, draw a fraction model to represent the number of points needed to win the set.

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GRADES 3-5

Explain

Answer the following in the form of a fraction.

1. If a clock reads 12:15, draw a fraction model to represent the number of minutes needed to read 1:00.

2. If a clock reads 12:30, draw a fraction model to represent the number of minutes needed to read 1:00.

3. If a clock reads 12:40, draw a fraction model to represent the number of minutes needed to read 1:00.

4. If a clock reads 12:45, draw a fraction model to represent the number of minutes needed to read 1:00.

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GRADES 3-5

Evaluate

Use greater than, less than, or equal to symbols ($>$ $<$ $=$) to answer the following.

1. Tennis Point 1 _____ Clock 12:15
2. Tennis Point 2 _____ Clock 12:30
3. Tennis Point 3 _____ Clock 12:45
4. Why do you think the third tennis point is said to be 40 instead of 45?

5. Based on this pattern, what do you think is the final point in a tennis set?