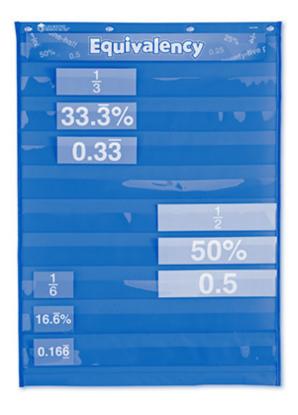


Equivalency Pocket Chart



Includes:

- 20" x 27" Flame-Retardant Pocket Chart with 10 pockets
- 155 Cards
 - 51 Double-Sided Fraction Cards
 - 51 Double-Sided Decimal Cards
 - 51 Double-Sided Percent Cards
 - · 2 Title Cards
- 1 Large Storage Pocket on Back

The Equivalency Pocket Chart helps teach equivalency between fractions, decimals, and percentages. Each card is color-coded to match the Rainbow Fraction® Teaching System, allowing students to make connections when they see relational card values. For example, $\frac{1}{2}$, 50%, and 0.50 are always pink.

Red - 1 whole	Teal - 1/6
Pink - ½	Blue - 1/8
Orange - 1/3	Purple - 10
Yellow - 1/4	Black - 12
Green - 1	

The Equivalency Pocket Chart includes 153 number cards to compare fractions, decimals, and percents. There is enough of each card to make a whole. Each card has the number value on the front side and the word

name on reverse. This will help students learn how to pronounce the numbers correctly. The cards included can be used to focus on just one skill or use the cards together to learn equivalencies.

Fractions - 1, $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{1}{6}$, $\frac{1}{8}$, $\frac{1}{10}$, $\frac{1}{12}$ Decimals - 1.0, 0.5, 0.33, 0.25, 0.2, 0.166, 0.125, 0.1, 0.0833 Percentages - 100%, 50%, 33.3%, 25%, 20%, 16.6%, 12.5%, 10%, 8.3%

Suggested Activities:

- · Use this pocket chart to teach parts of a whole, repeating decimals and percentages, common denominators, and conversions.
- Discuss conversions. Remind the class that dividing the numerator by the denominator of a fraction will equal its decimal. Multiplying a decimal by 100 will equal its percentage.
- Use the pocket chart to add and subtract fractions, decimals, and percentages. For instance, $\frac{1}{6} + \frac{1}{6} = \frac{1}{3}$.

Expand your collection of Learning Resources® products:

LER 2509 Fraction Tower® Cubes Equivalency Set LER 3223 Weighted Fractions, Decimals, and Percents Bundle Set LER 3501 Rainbow Fraction® Cubes



