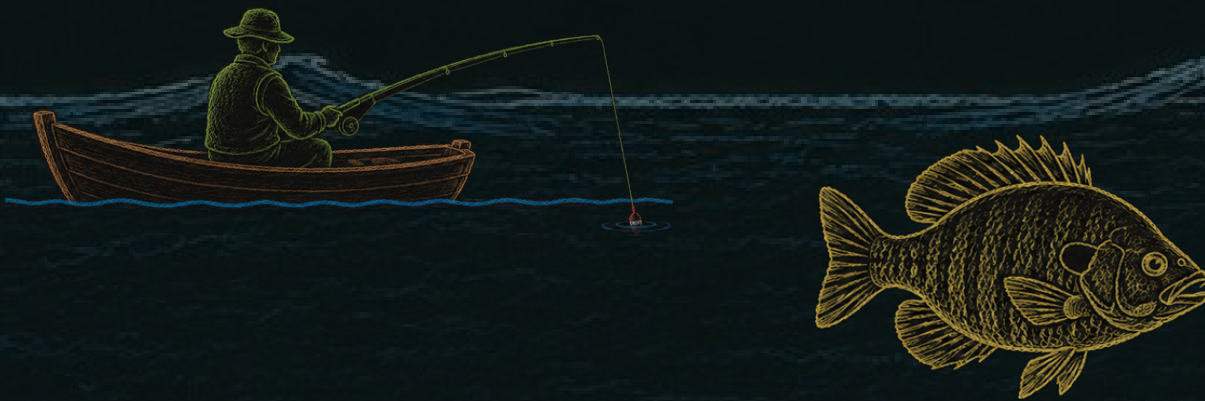


Fraction Fishing

PLAYER AND EDUCATOR MANUAL | VERSION 2.9.0



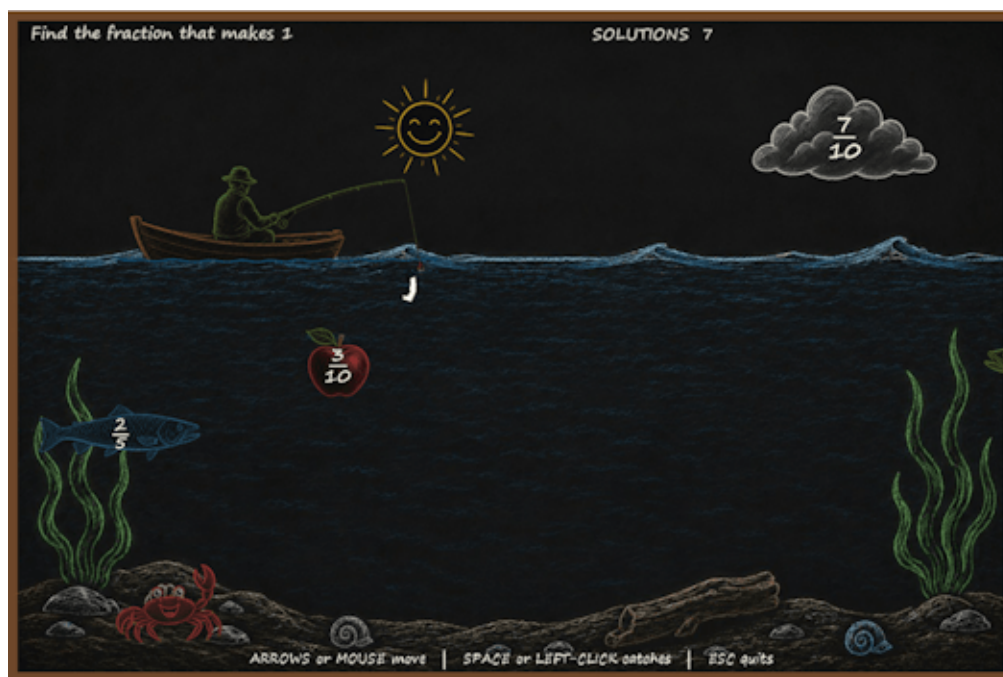
Cast a line. Complete the whole.

A fraction floats in the cloud. Below the waves, fish carry possible answers. Move the boat, guide the hook, and catch the fraction that joins the cloud fraction to make one whole.

Written by Levi Abbott | ID10T Software | Copyright 2026

Ready, set, fish!

Fraction Fishing is a three-minute game for practicing fraction partners that make one whole. Read the cloud, find its matching fish, then line up the hook for a catch.



The game screen

START A ROUND

- 1 Launch FractionFishing.exe.
- 2 The title screen stays visible for about 4.5 seconds. Press any key or left-click to continue sooner.
- 3 Read the directions. Press any key or left-click again to start.
- 4 Play until the three-minute round ends. Press ESC at any time to quit.

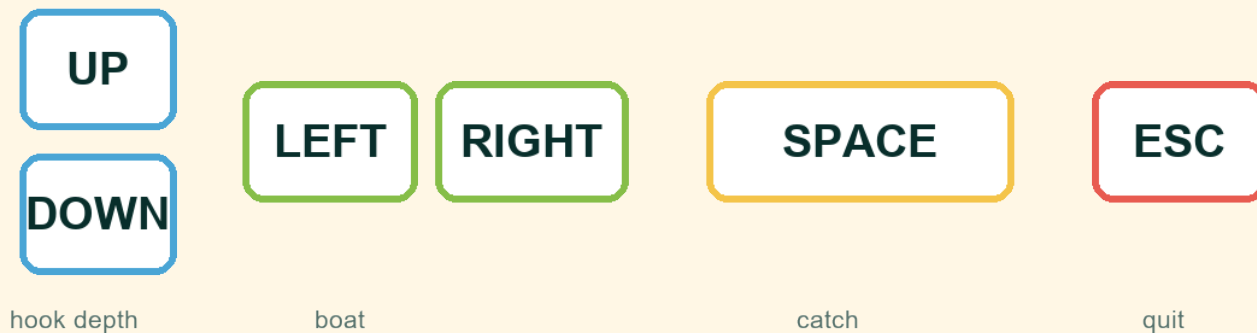
The goal

Catch the fish whose fraction adds to the cloud fraction to equal 1.

Two ways to steer

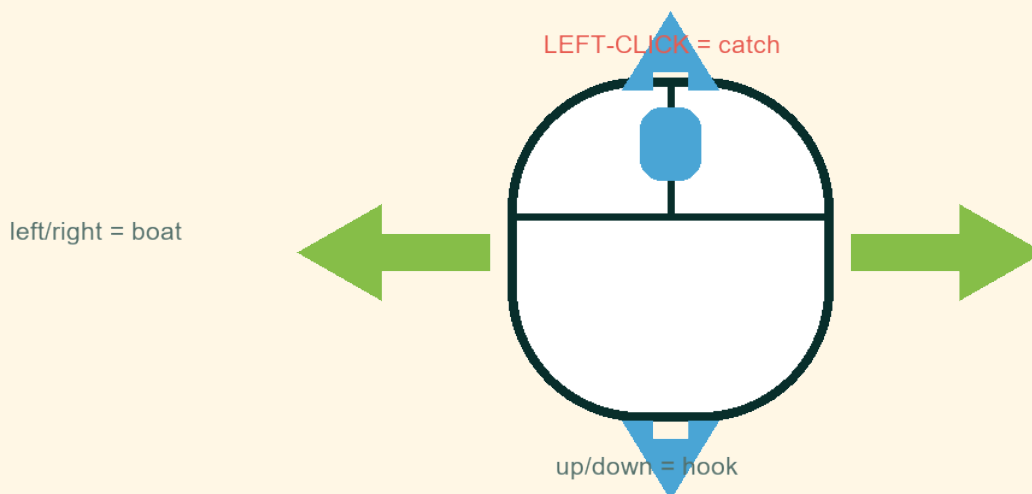
Choose the controls that feel best. Keyboard and mouse can be used during the same round.

KEYBOARD



Hold the arrow keys for smooth movement. SPACE only tries a catch; an empty hook does not count as a mistake.

MOUSE



Move side to side to steer the boat. Move up and down to set the hook depth. Left-click to catch.

Find the missing part

Every problem asks the same friendly question: what fraction is still needed to make one whole?

Example

$$\frac{3}{8} + \frac{5}{8} = \frac{8}{8} = 1 \text{ whole}$$

THE CATCH LOOP

1

READ

the cloud fraction

2

SOLVE

how many parts remain

3

AIM

boat and hook

4

CATCH

the matching fish

A helpful shortcut

Keep the denominator. Subtract the numerator from the denominator. If the cloud shows $\frac{3}{8}$, then $8 - 3 = 5$, so look for $\frac{5}{8}$.

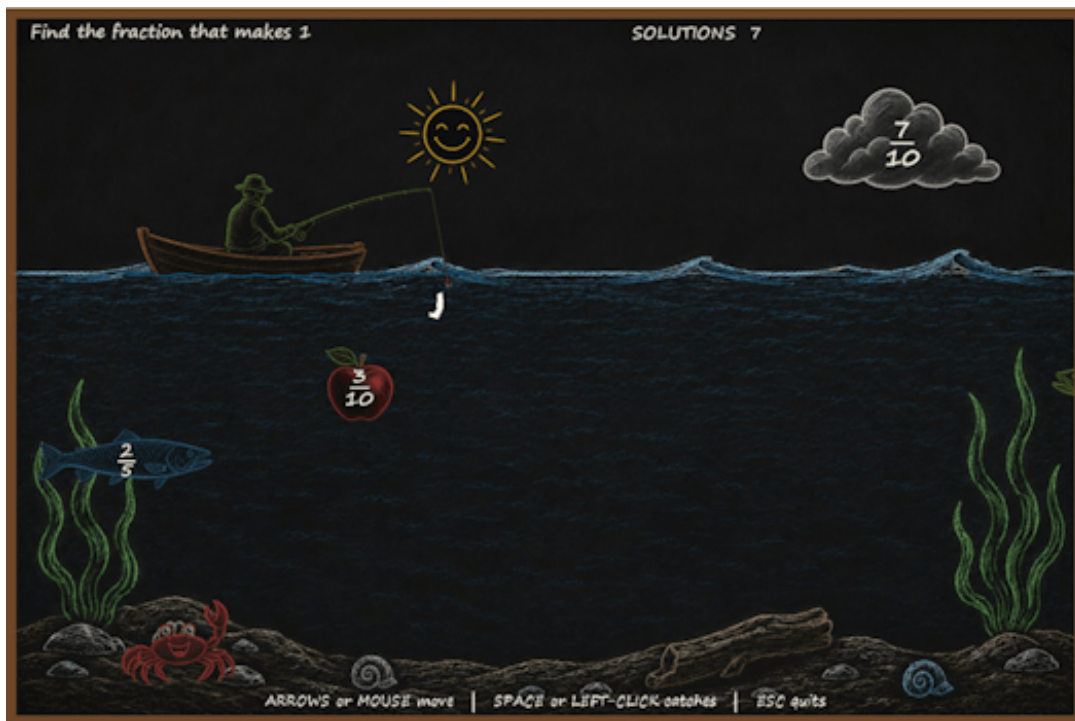
Correct catch

- The fish reels up to the boat.
- The solution total increases.
- A new cloud problem appears.

Try again

- A wrong fish turns yellow and swims on.
- An empty catch resets the hook with no penalty.

What each part tells you



CLOUD

the fraction you already have



FISH

possible partners



SOLUTIONS

correct catches this round



SUN

time moving through the round



HOOK

your position and depth



CRAB

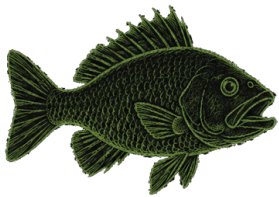
a slow, playful visitor

Keep watching

Fish travel in four safe lanes above the seafloor. They enter from either side at different speeds. If the needed answer swims away, it will return - usually in a different lane.

Feedback, surprises, and celebration

The sights and sounds help you notice what happened without stopping the game.



RIGHT ANSWER

The fish spins and reels toward the boat. A splash plays as it leaves the water.



TRY ANOTHER

A wrong fish turns bright yellow and a short sound plays. Keep searching.



APPLE VISITOR

Near one minute and two minutes, an apple may replace the next fish. Its fraction follows the same rules.



TEN SOLUTIONS

Every tenth correct catch sends a star rising from the boat while play continues.

Music in the morning sky

The background music is Edvard Grieg's Morning Mood, arranged by Levi Abbott. Sound supports the action, but the game can still be played by watching its visual feedback.

Finish with encouragement

A round lasts three minutes. When time ends, the game pauses on an encouraging summary.



WHAT THE SUMMARY MEANS

- It celebrates the correct fraction pairs completed in this round.
- It does not show wrong catches, empty attempts, or a percentage.
- The Did you know? feature shares one random proper-fraction fact after each round.
- It is one practice snapshot - not a grade, diagnosis, or mastery test.
- After about seven seconds, the replay message appears. Press any key or left-click to begin again.

A natural stopping point

One thoughtful round can be enough. Pause to name a fraction pair you remember, talk about the trivia fact, draw a model, or build the pair with fraction strips before choosing another round.

Talk, draw, and build the whole

Fraction Fishing practices symbols. Conversation and hands-on models help those symbols make sense.

- 1 How many equal parts make the whole?
- 2 How many parts are already in the cloud?
- 3 How many more parts are needed?
- 4 Why do the denominators stay the same here?
- 5 Can you draw both fractions filling one shape?
- 6 Where would each fraction sit on a number line?

Before play

- Build one example with a strip or circle.
- Say: 'Two fifths plus three fifths makes five fifths - one whole.'

After play

- Write one remembered equation.
- Find an equivalent name, such as $\frac{2}{4}$ for $\frac{1}{2}$.
- Celebrate the thinking, not the speed.

What the game practices

Reading proper fractions, finding complements to one, comparing choices, remembering a target, and coordinating a mathematical decision with movement.

Take Fraction Fishing to paper

The worksheet generator creates a printable set of fraction partners that make one whole. It carries the same mathematical idea beyond the moving game and into a quiet space for handwriting, drawing, and conversation.

- 1 Before gameplay begins, press W from the title or directions screen.
- 2 Choose 10, 15, 20, 25, or 30 problems.
- 3 Place the answer key at the bottom or on a separate page.
- 4 Select Generate PDF and choose where to save the worksheet.

Why practice on paper?

Paper slows the action down. Children can form each numerator and denominator at their own pace, circle patterns, draw fraction models, and explain why two parts complete the whole.

Keep the theme, change the experience

The fish and sea-life decorations connect the page to the game, but the worksheet is intentionally calm and screen-free. Use a few problems at a time, invite drawings or fraction strips, and let careful thinking matter more than finishing every item.

A worksheet is practice, not a test of a child's worth or potential.

NAME: _____ DATE: _____

Fraction Fishing
Write the correct fraction that with the provided fraction add up to 1.

1.) $\frac{3}{10} + \frac{\quad}{\quad} = 1$	11.) $\frac{5}{7} + \frac{\quad}{\quad} = 1$	21.) $\frac{3}{4} + \frac{\quad}{\quad} = 1$	
2.) $\frac{7}{8} + \frac{\quad}{\quad} = 1$	12.) $\frac{1}{4} + \frac{\quad}{\quad} = 1$	22.) $\frac{3}{8} + \frac{\quad}{\quad} = 1$	
3.) $\frac{11}{12} + \frac{\quad}{\quad} = 1$	13.) $\frac{6}{11} + \frac{\quad}{\quad} = 1$	23.) $\frac{8}{11} + \frac{\quad}{\quad} = 1$	
4.) $\frac{1}{10} + \frac{\quad}{\quad} = 1$	14.) $\frac{1}{5} + \frac{\quad}{\quad} = 1$	24.) $\frac{5}{12} + \frac{\quad}{\quad} = 1$	
5.) $\frac{4}{11} + \frac{\quad}{\quad} = 1$	15.) $\frac{1}{11} + \frac{\quad}{\quad} = 1$	25.) $\frac{4}{5} + \frac{\quad}{\quad} = 1$	
6.) $\frac{1}{12} + \frac{\quad}{\quad} = 1$	16.) $\frac{1}{8} + \frac{\quad}{\quad} = 1$	26.) $\frac{8}{9} + \frac{\quad}{\quad} = 1$	
7.) $\frac{3}{5} + \frac{\quad}{\quad} = 1$	17.) $\frac{4}{7} + \frac{\quad}{\quad} = 1$	27.) $\frac{7}{10} + \frac{\quad}{\quad} = 1$	
8.) $\frac{7}{11} + \frac{\quad}{\quad} = 1$	18.) $\frac{7}{12} + \frac{\quad}{\quad} = 1$	28.) $\frac{5}{11} + \frac{\quad}{\quad} = 1$	
9.) $\frac{4}{9} + \frac{\quad}{\quad} = 1$	19.) $\frac{2}{11} + \frac{\quad}{\quad} = 1$	29.) $\frac{10}{11} + \frac{\quad}{\quad} = 1$	
10.) $\frac{5}{8} + \frac{\quad}{\quad} = 1$	20.) $\frac{2}{9} + \frac{\quad}{\quad} = 1$	30.) $\frac{2}{7} + \frac{\quad}{\quad} = 1$	

Answer Key

1.) $\frac{7}{10}$	11.) $\frac{2}{7}$	21.) $\frac{1}{4}$
2.) $\frac{1}{8}$	12.) $\frac{3}{4}$	22.) $\frac{5}{8}$
3.) $\frac{1}{12}$	13.) $\frac{5}{11}$	23.) $\frac{3}{11}$
4.) $\frac{9}{10}$	14.) $\frac{4}{5}$	24.) $\frac{7}{12}$
5.) $\frac{10}{11}$	15.) $\frac{10}{11}$	25.) $\frac{1}{5}$
6.) $\frac{11}{12}$	16.) $\frac{7}{8}$	26.) $\frac{1}{9}$
7.) $\frac{2}{5}$	17.) $\frac{3}{7}$	27.) $\frac{3}{10}$
8.) $\frac{4}{11}$	18.) $\frac{5}{12}$	28.) $\frac{6}{11}$
9.) $\frac{5}{9}$	19.) $\frac{9}{11}$	29.) $\frac{1}{11}$
10.) $\frac{3}{8}$	20.) $\frac{7}{9}$	30.) $\frac{5}{7}$

A generated Fraction Fishing worksheet

Every learner is different

Children differ in experience, language, motor access, vision, hearing, attention, and comfort with moving targets. Adjust the activity so the mathematics - not the controls - stays central.

1

OFFER ANOTHER PATH

A learner can say which fish to catch while a partner operates the controls.

2

SLOW THE THINKING DOWN

Pause away from the game to draw or build the fraction pair before returning.

3

USE SOUND AS SUPPORT

The mathematical information is visual. Sound confirms events but is not required to read a fraction.

4

KEEP TECHNOLOGY BOUNDED

Use the three-minute ending as a cue to stretch, talk, draw, or stop.

5

DO NOT DIAGNOSE FROM A SCORE

The solution total is not a standardized test and does not identify a disability or predict school performance.

A successful session does not need to be a long session.

Stop while the experience still feels constructive, connected, and enjoyable.

A small game with a clear purpose

Fraction Fishing is a native 64-bit Windows game built for brief, focused practice with proper fractions and complements to one.

Technical notes

- Designed for Windows; the window can be resized or maximized.
- Artwork, two rotating backgrounds, sound effects, and Edvard Grieg's Morning Mood are embedded in the application.
- Morning Mood was composed by Edvard Grieg and arranged for the game by Levi Abbott.
- Fractions are reduced to simplest form and use denominators no larger than 12.
- Visible fraction values are kept distinct so equivalent duplicates do not appear together.
- Press ESC at any time to close the game.

A note for grown-ups

Fraction Fishing is focused practice, not a complete fraction curriculum. Pair it with sharing situations, measurement, number lines, fraction strips, circles, and explanation. Speed is not the same as understanding, and the round total should be used as a conversation starter rather than a grade.

Made with a grateful heart

Independently developed by Levi Abbott from a game concept by Isaac Abbot, and dedicated to him.

Fraction Fishing version 2.9.0

Written by Levi Abbott | ID10T Software | Copyright 2026

Player and Educator Manual