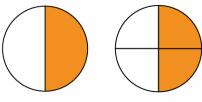
## **Equivalent Fractions**

## Write the fraction for each shaded object.

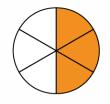
Q.1



1 2



Q.2



<u>3</u>



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Q.3





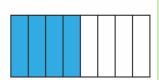




Q.4



4



\_

## Shade in and write equivalent fractions

Q.5





<u>1</u> <u>3</u>



Q.6



2 3

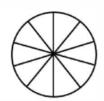


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Q.7



3



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Q.8



1 6



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