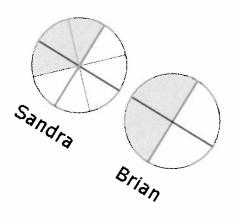
## Fractions ept Splash

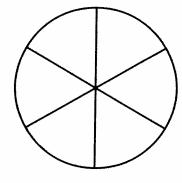
1/2 + 1/2 =

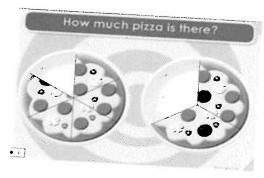
partitioning

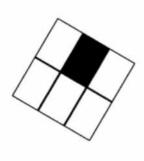












## Denominator

