

Play the game, *Probability Path*.

Number of Players: 2 to 5

Materials: Game board (Using sturdy paper, print the game board shown on page 2.)
Spinner (Using sturdy paper, print the spinner shown on page 3. Insert a brad through a paperclip and then through the center of the spinner. Adjust the brad in order to make the paperclip spin freely.)
One marker for each player (Use small items such as buttons or colored slips of paper.)

Directions: Each player selects a marker and places it on the section of the game board that says *Start Here*. Players take turns spinning the spinner and moving their marker the number of spaces indicated on the spinner. The youngest player starts, followed by the person to his or her left, and continuing in a clockwise direction. If a player lands on a spot on the game board with words, the player must follow the directions printed on the space and then wait for his or her next turn. The goal of the game is to be the first to move a marker along the winding path to the finish. You win if you are the first person to spin the exact (or greater) number you need to land on the *You Win* space. The winner is determined by chance.

As you approach a spot on the game board with words, before spinning determine the probability of landing, or not landing, on that spot.

Possible Variation:

To win you must spin the exact number needed to land on the *You Win* space.

Extensions:

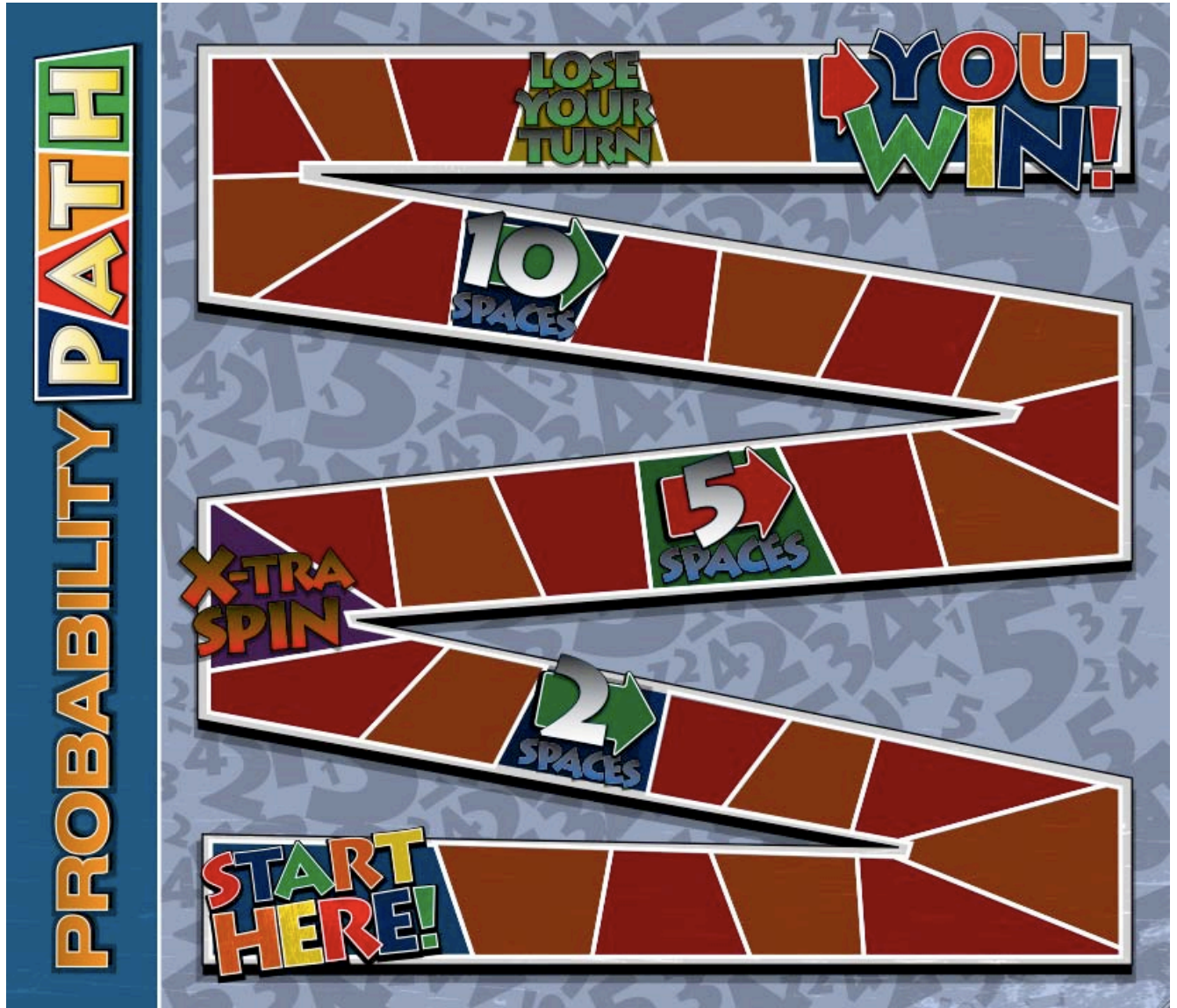
Change the numbers on the spinner so that spinning a 5 is most likely and spinning a 4 is more likely than the smaller numbers. Play the game again. How is playing the game different from playing it with the original spinner?

Remove the numeral 1 from the spinner and replace it with a larger number. Play the game again. How is playing the game different from playing it with the original spinner?

Play other board games with spinners. Determine the probability of each possible outcome shown on the spinner.

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