

Probability Carnival Games

Goal:

Create a probability game using your knowledge of games of chance.

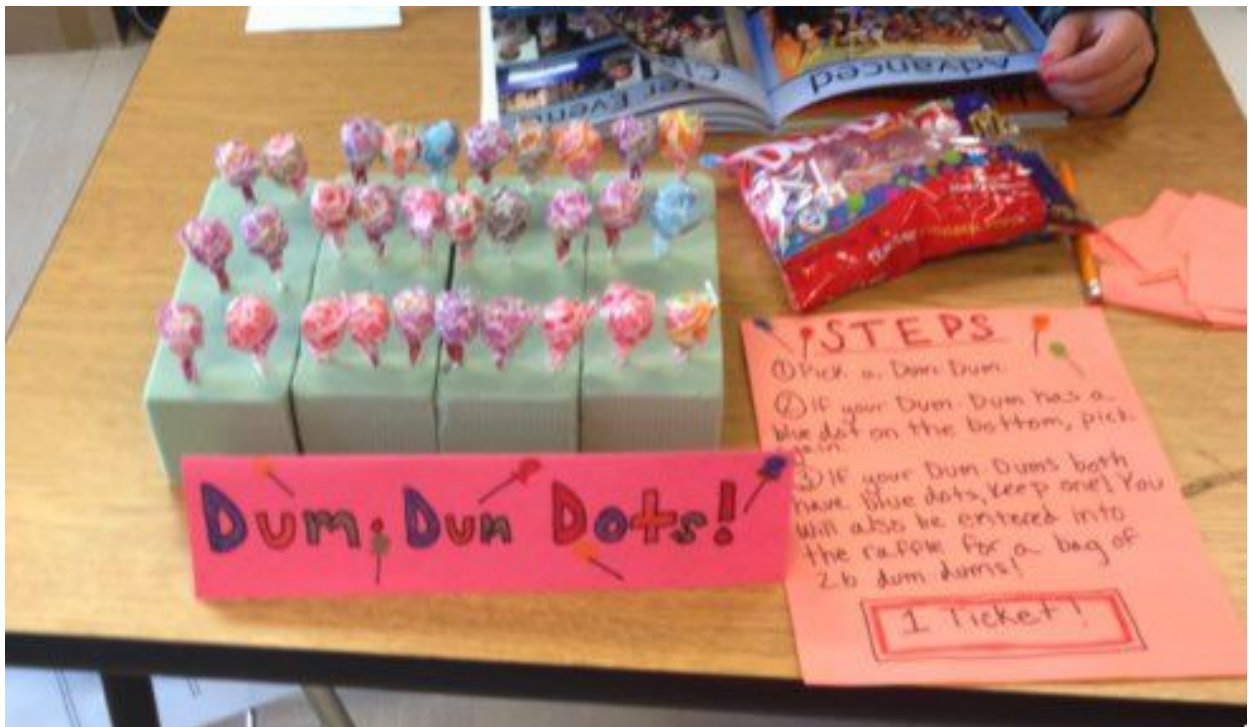
Required:

- A game design that involves chance rather than skill.
- A written design plan, including a sketch of the game and directions for the game.
- Printed Directions for the game
- A scale model of your game that can be played
- Determine the theoretical probability of winning the game.
- Track results as students play the game, report the experimental probability of the game.

Game Ideas:

- Mazes where path is determined by roll of dice, draw of card, etc.
- Version of the "duck" game.
- Random pull (example lollipop pull).
- Marble game
- Dice game
- Spinner Game

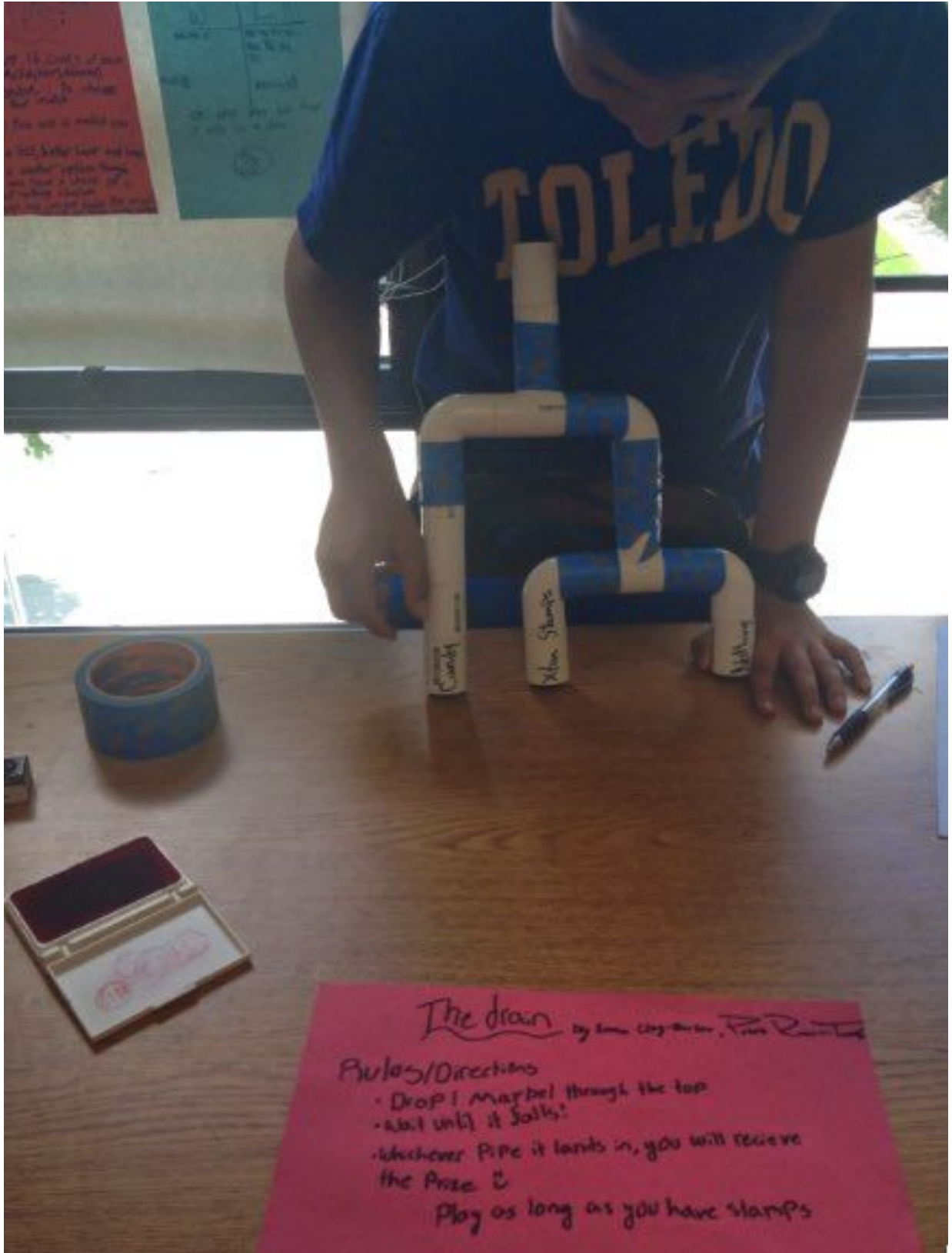


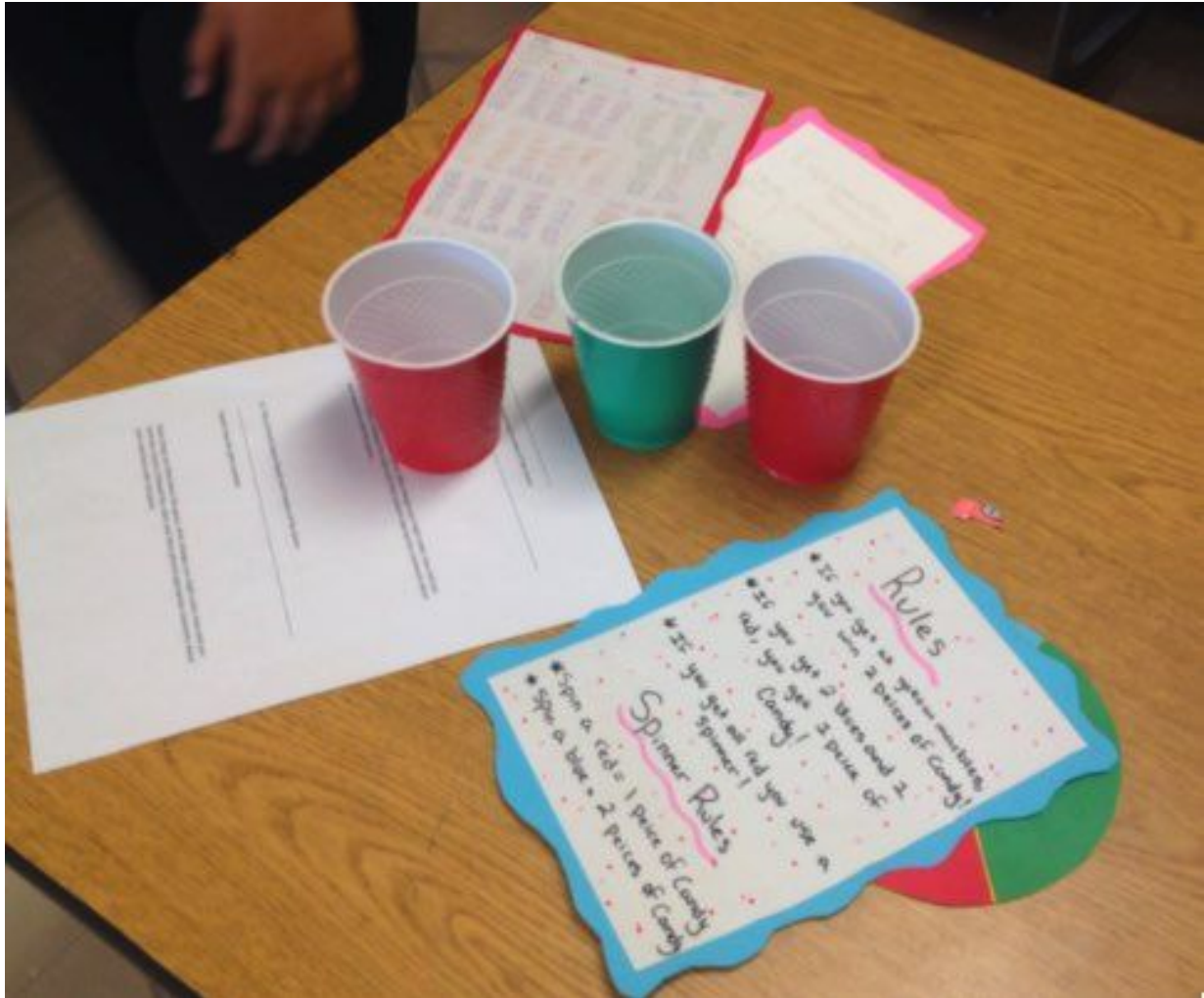




The Sports Theme
If you have a team, you can use the theme.
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Ari, Diana & Zaehel



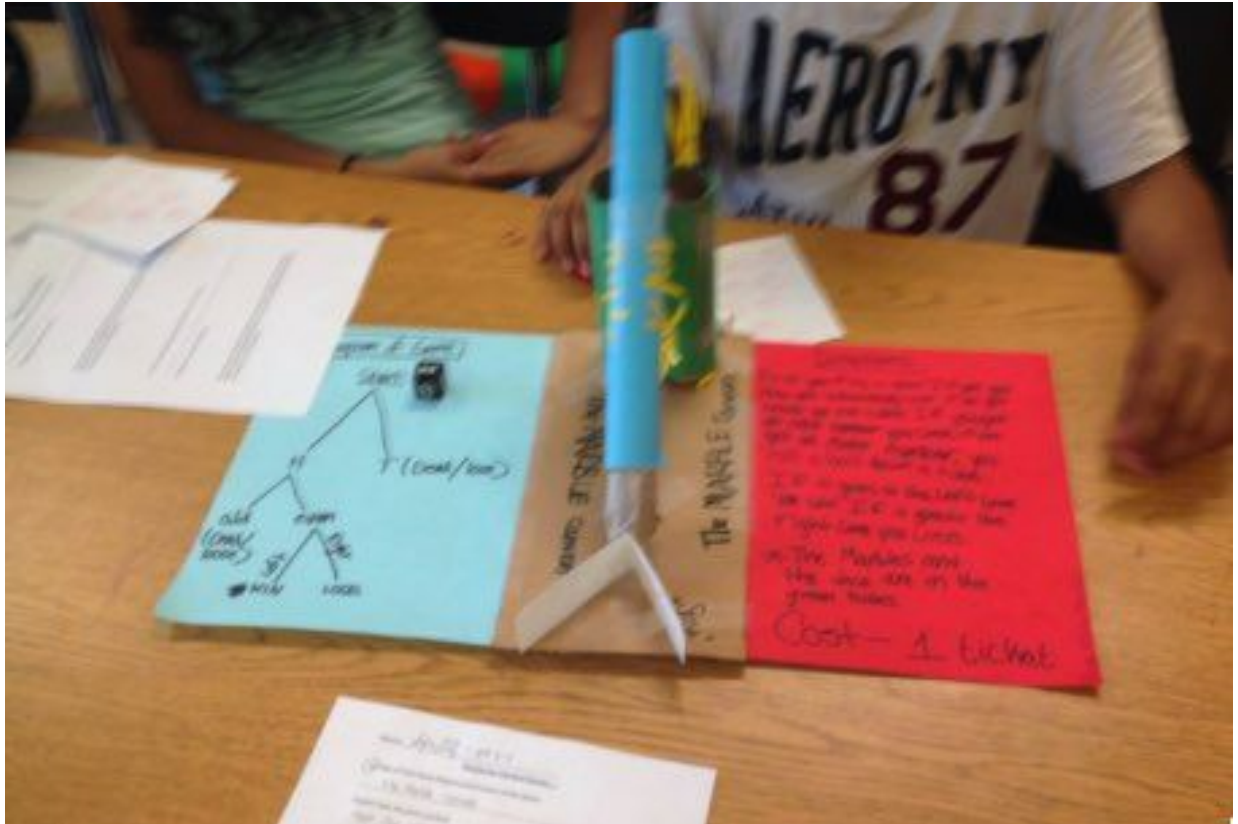


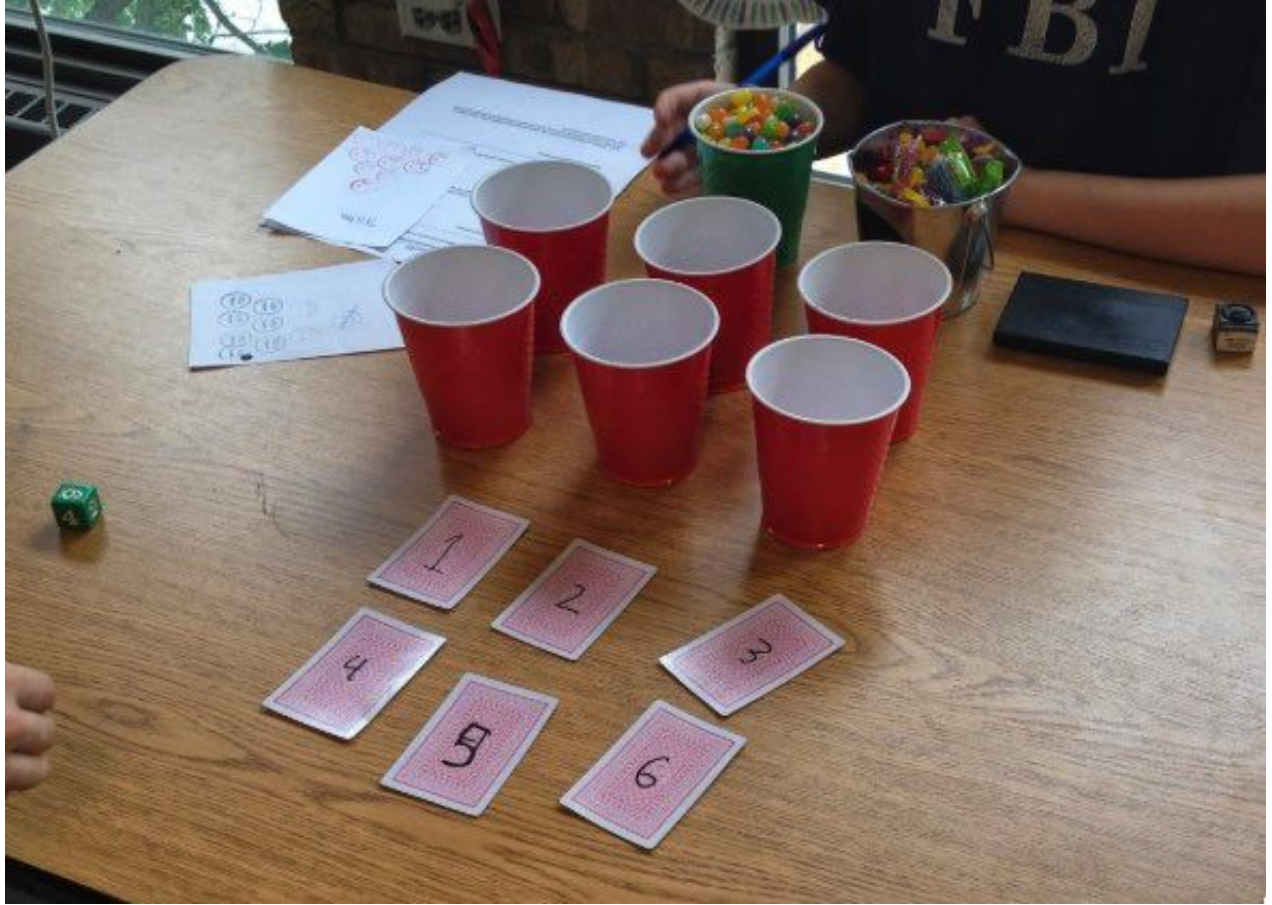
Rules

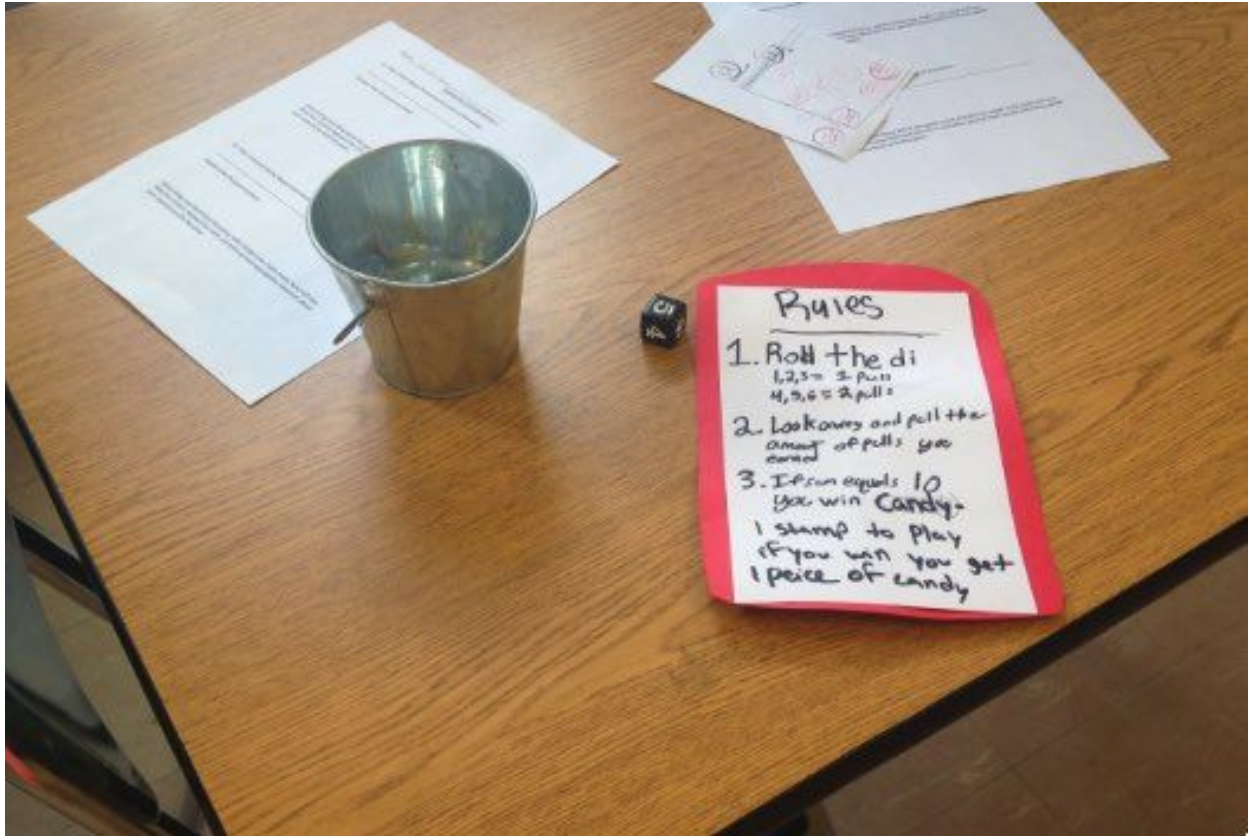
- If you get a green number you win 2 pieces of Candy!
- If you get a blue and a red you get 2 pieces of Candy!
- If you get all red you win a spinner!

Spinner Rules

- Spin a red = 1 piece of Candy
- Spin a blue = 2 pieces of Candy







Rules

1. Roll the die
1,2,3 = 3 pulls
4,5,6 = 2 pulls
 2. Look away and pull the amount of pulls you earned
 3. If sum equals 10
you win candy
- 1 stamp to play
if you win you get
1 piece of candy

