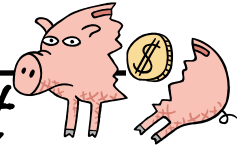




PIG

A Probability Experiment



DIRECTIONS

- The teacher needs one die.
- Toss the die and announce the results.
- Students write down that number.
- Toss the die and announce the results.
- Students write down that number and add it to the previous number.
- Toss the die and announce the results.
- Students write down that number and add it to the previous total.
- Continue playing and accumulating points.
- Players may continue to accumulate points until a one is tossed. When a one is tossed, every student still playing loses all of his/her points for that round.
- A player may decide to stop at any point before the die is thrown again. He/she puts down his/her pencil and stands quietly at the desk. Once standing, the student may not collect any more points. He/she gets to keep all of the points earned before standing.
- Play continues until a one is thrown, or until all students are standing.
- A game is three rounds. Highest point total wins the game.

MODIFICATIONS: Let students write down points until they wish to stop. At the end of the round, let students total all points, using a calculator if desired.