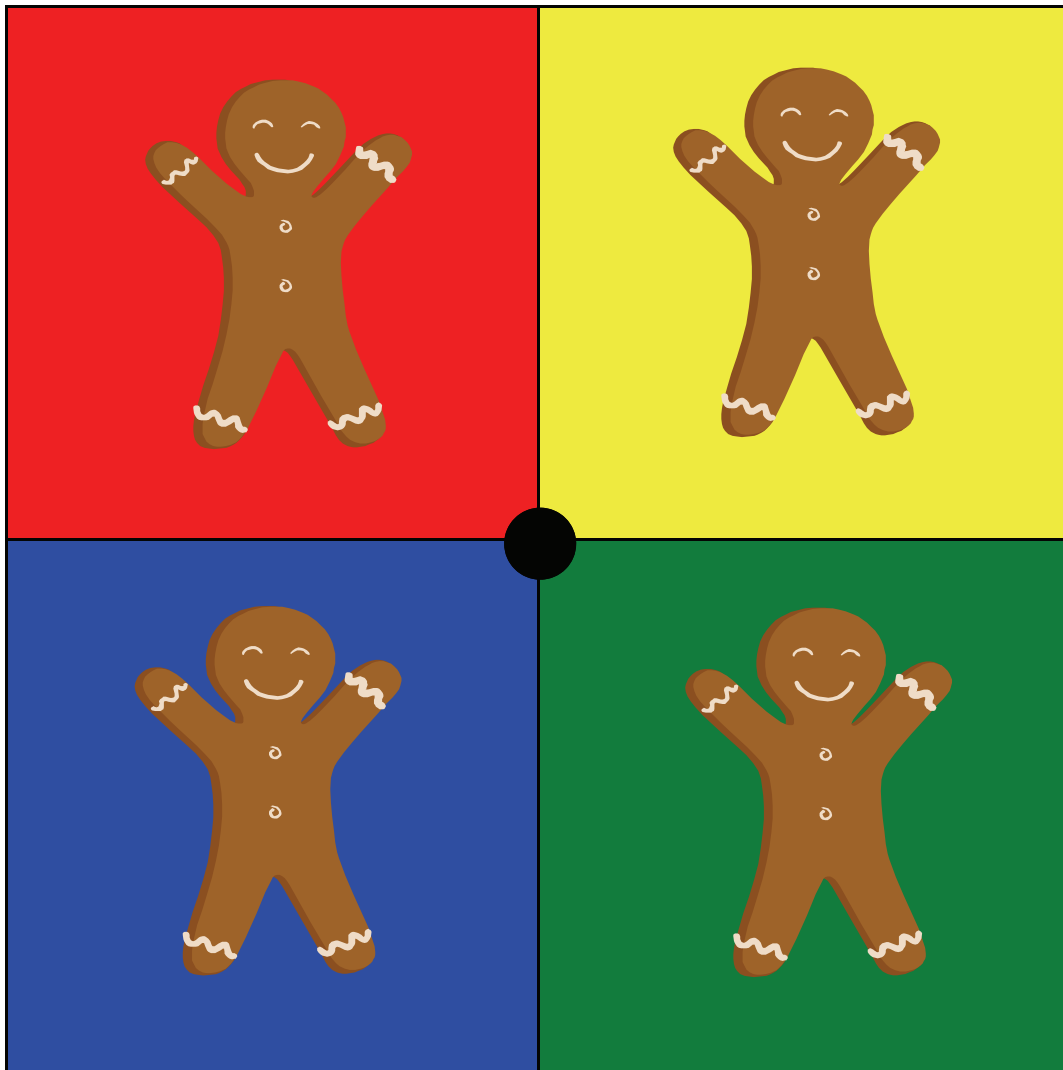
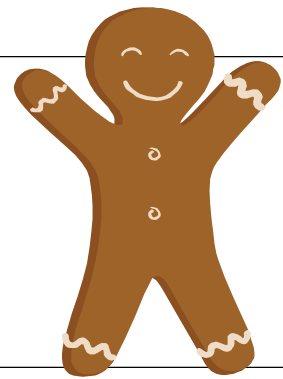


Run, Gingerbread Men, Run! Game

Spinner Template



Run, Gingerbread Men, Run ! Game Clothespin Graph Template

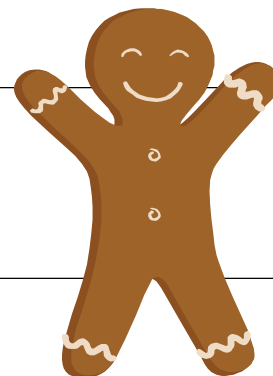


Directions: Cut out and use on foam board to create clothespin graph. Provide small clothespins for students to mark winners.



Run, Gingerbread Men, Run !

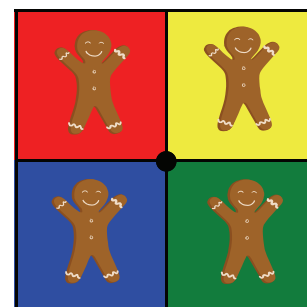
Game Directions



Players: 4 (or 2 players each moving 2 colors)

Materials:

- Gingerbread Man color spinner
- **Run, Gingerbread Men, Run!** game board
- Gingerbread Men pieces {red, yellow, blue, green}
- 1 regular die
- clothespin graph [use enlarged spinner template]
- small clothespins



Teacher Prep:

- **Gingerbread Spinner:** tape a transparent overhead spinner over the gingerbread man spinner or affix a spinner to the template.
- **Clothespin Graph:** cut apart the graph icons and tape to foam board marked in quarters for an easy clothespin graph. Supply small clothespins for students to mark winners by placing the clothespin along the edges of the correct color. [Note: Bar graph or tally chart may be substituted, if desired.]
- Assemble two pieces of **Run, Gingerbread Men, Run!** game board. Tape securely.

Game Directions:

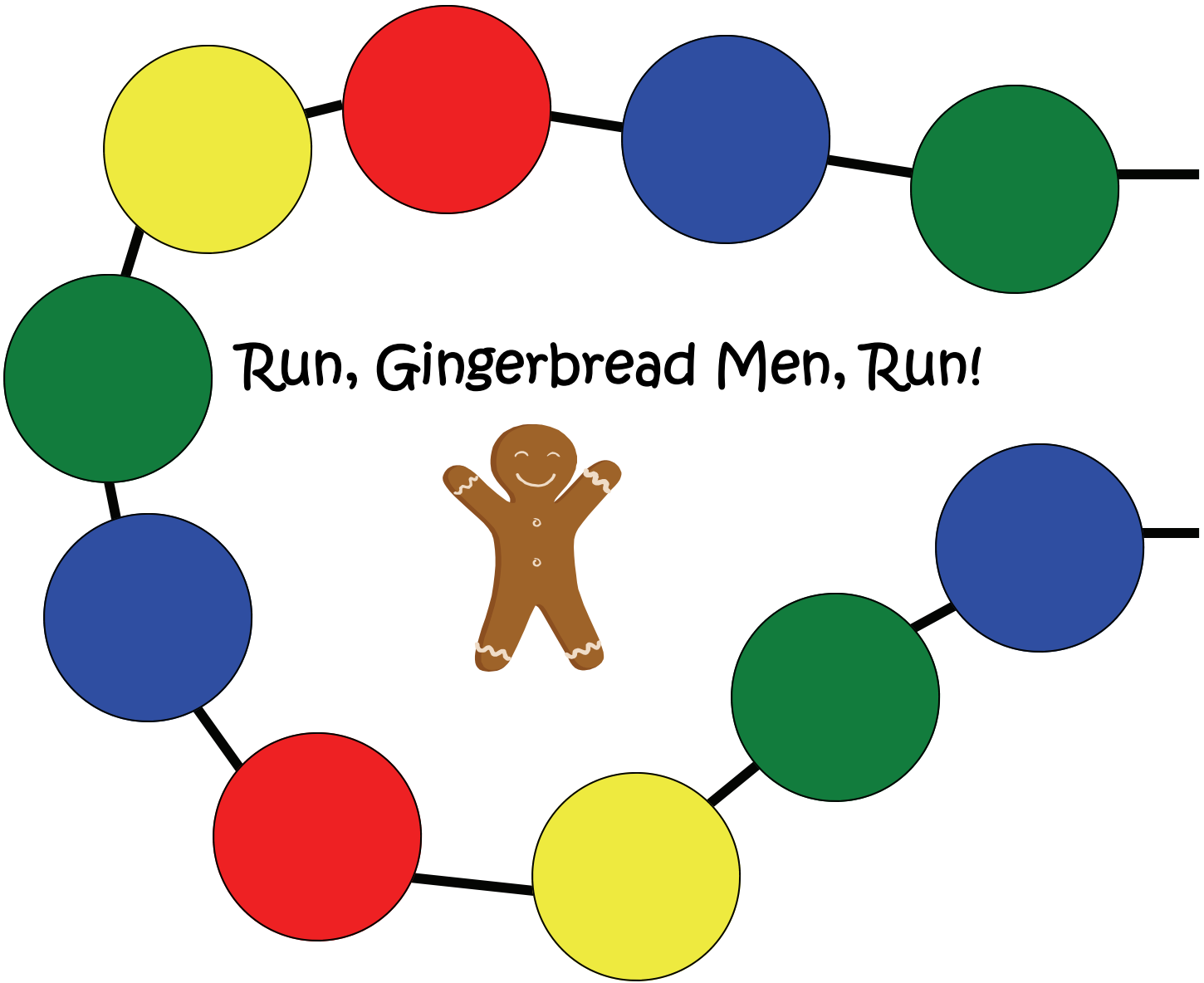
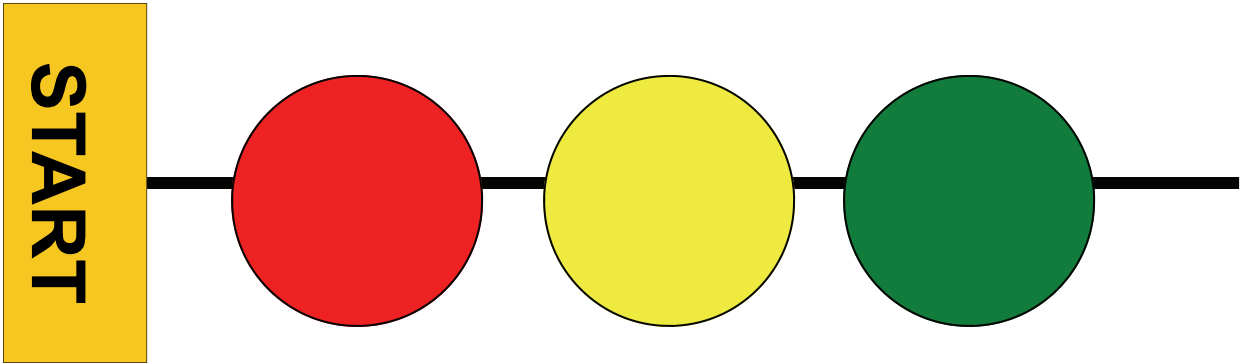
- Each student chooses a color gingerbread man and places it on the START square.
- Students toss the die. The student who tosses the highest (or lowest) number goes first. Play then continues clockwise.
- Each student tosses the die to see how many spaces the gingerbread man will run. Then that student spins the spinner to see which color gingerbread man gets to move. For example, if the die toss is 5 and the color spun is blue, the student with the blue gingerbread man moves his/her gingerbread man 5 spaces.
- Play continues until the first gingerbread man runs across the FINISH line. This student places a clothespin on the class clothespin graph to mark the winning color for that game.

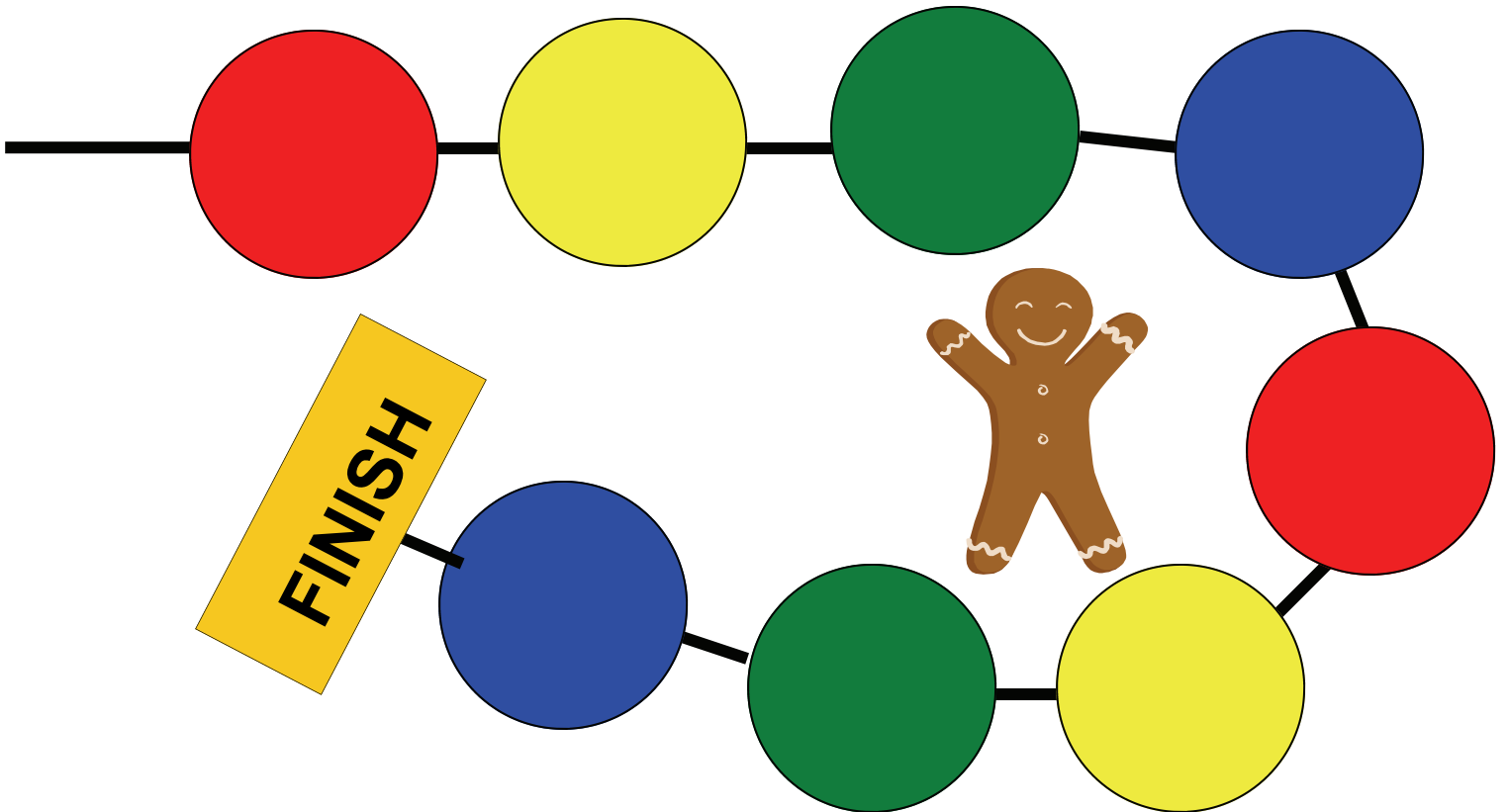
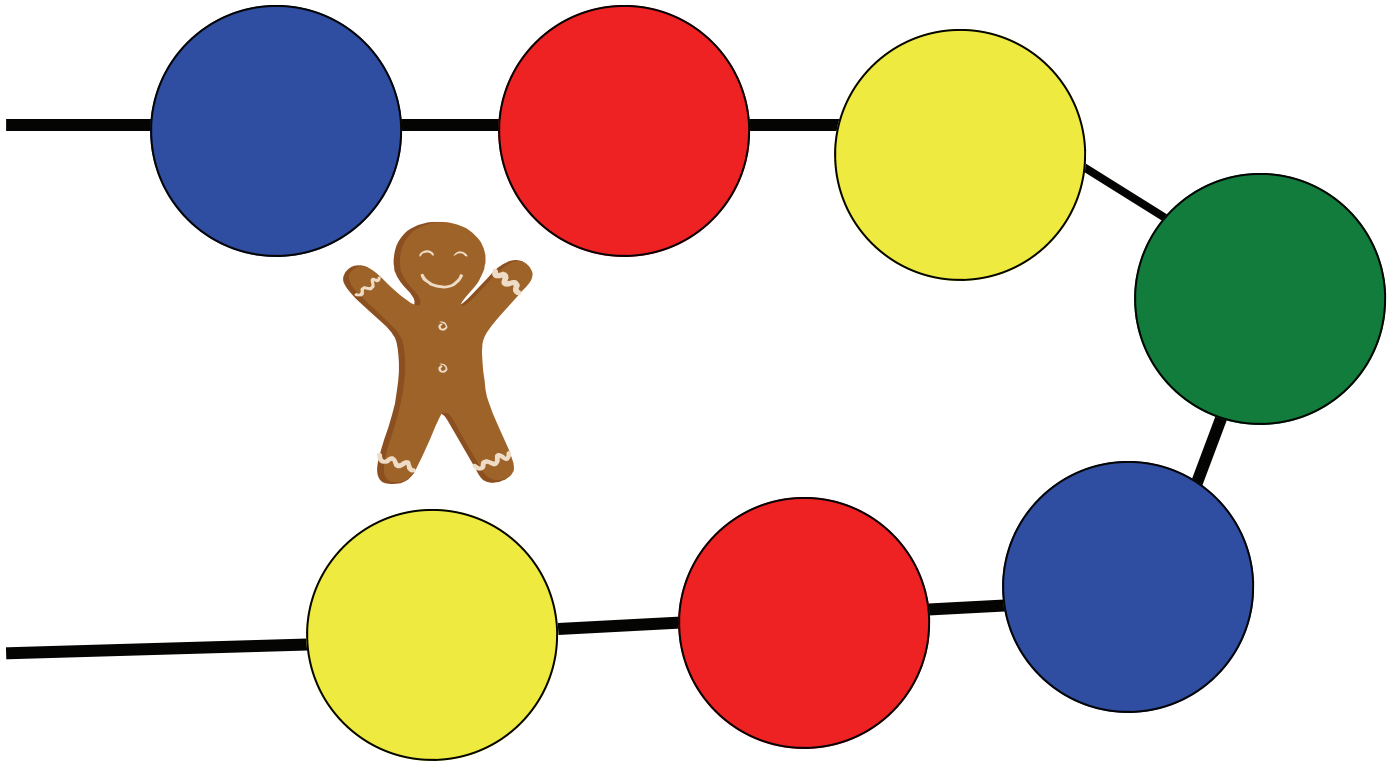
Probability Notes:

- NOTE: the person who spins is not necessarily the person who gets to move a gingerbread man. The game is designed so that students experience the randomness of dice and spinners.
- Each color has an equal (fair) chance of winning, but it may not always seem fair as the game progresses. The clothespin graph will track the results of many games so that students will get to see that all colors really do have the same chance of winning. It will probably be necessary to play the game several times to generate enough data, so keep the game available in the math center so that students can play and add results to the class clothespin graph.

Class Discussion:

- Display the clothespin graph so that all students can review the game results.
- Tell students they will think-pair-share what they can learn from the graph of the color winners. Allow students to think quietly for a few moments, then ask them to turn and share their thoughts quietly with their neighbor. After some discussion time, call on student pairs to share with the group. Record student responses on a class chart for future reference.





Run, Gingerbread Men, Run! Game

Winning Color Tally Sheet



Color	Tally Count	Total
