

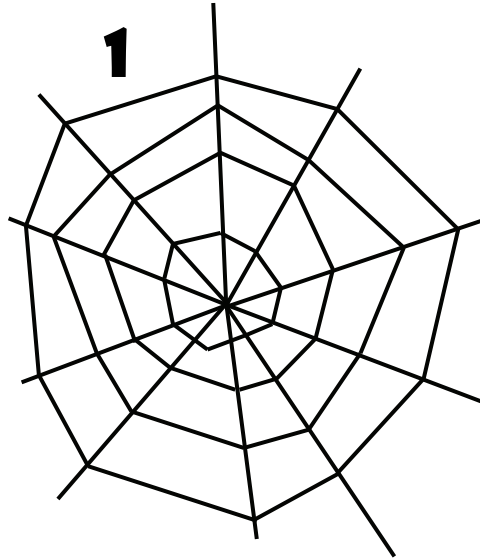


# SPIDER GAME-2

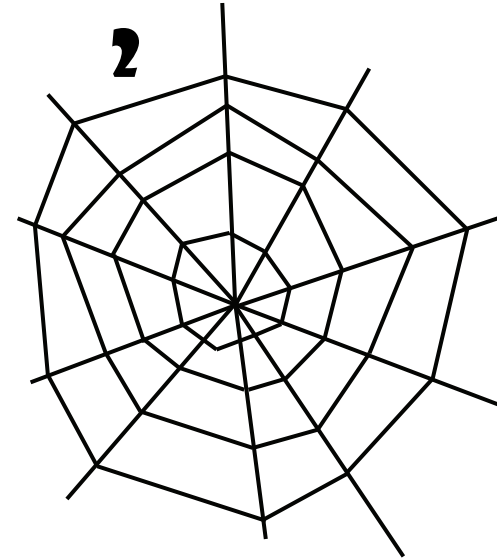
**0**



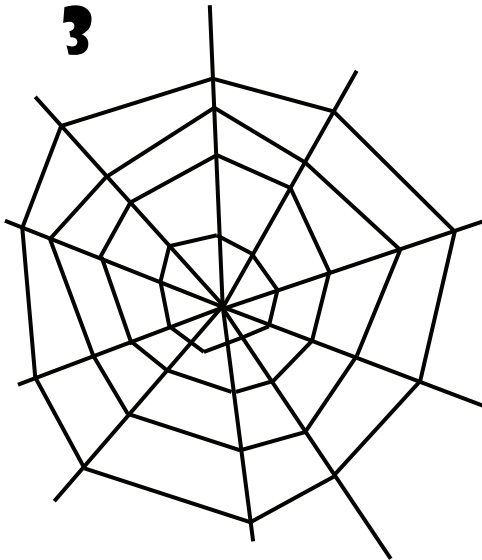
**1**



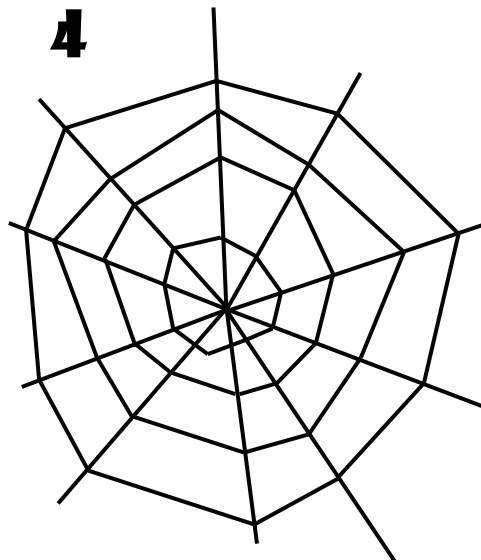
**2**



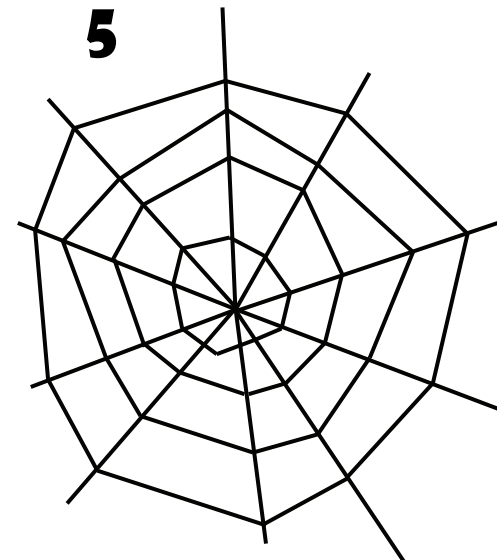
**3**



**4**

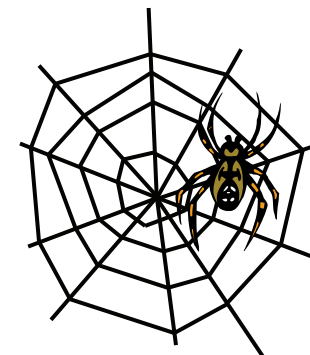


**5**





# SPIDER GAME—2 DIRECTIONS



**Players: 2**

## Materials:

- 2 dice
- Spider Web Mat –2 web mat for each student
- 10 counters per student
- Spider Game 2—Recording Sheet for each student

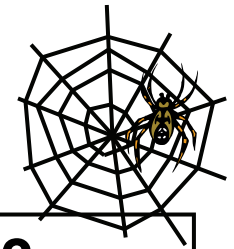
## Directions:

- Each student places the 10 counters on his/her **Spider Game—2** web mat. The student may place 2 counters on each of the webs #1-5 or the student may elect to place more counters on some of the numbers (1-5) and fewer on other numbers.
- Player A rolls the dice, calculates the difference of the two dice and removes a counter from that number web. If the difference is 0, on this first roll of the die, the student gets no points for the round.
- Player B rolls the die, calculates the difference of the two dice and removes a counter from that number web. If the difference is 0 on this first roll of the die, the student gets no points for the round.
- If neither player rolls a difference of 0 on the first roll, then players alternate according to these rules for each succeeding turn.
  - A player may elect to roll the dice and remove another counter from that number web, if there is one still available.
  - OR
  - A player may decide to STOP before rolling the dice for his/her turn.
    - If the player stops, he/she scores 1 point for each counter he/she has already removed but does not score any additional points for the round.
    - All counters still on the spider web mat are protected, meaning they are available for use in future rounds.
  - **BEWARE:** If a player rolls a difference of 0 before stopping:
    - He/she does not score any points for the round
    - He/she loses any counters already removed from the board and places them on the spider.
    - He/she may only use the counters still on the spider web mat in future rounds. These counters may be placed on any of the webs, as the player wishes.

**Game: (5 rounds)** Player with highest total wins.



# SPIDER GAME—2 Recording Sheet



Game 1		
Round	Counters lost to spider	Points earned
1		
2		
3		
4		
5		
<b>Total</b>		

Game 2		
Round	Counters lost to spider	Points earned
1		
2		
3		
4		
5		
<b>Total</b>		

Game 3		
Round	Counters lost to spider	Points earned
1		
2		
3		
4		
5		
<b>Total</b>		

Think about the strategies you used to get the most points in any game.

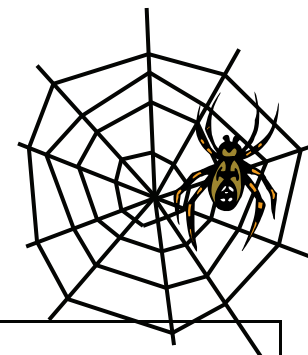
- How did you place the 10 counters on the spider webs?



- How did you decide when to STOP before rolling a difference of 0 on the dice?



# SPIDER GAME—2 DIFFERENCE OF 2 DICE



**DIRECTIONS:** Create a chart showing the different ways you can roll each difference. Are the differences equally likely? Explain.

<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>