

Task Instructions

- 1. Before beginning the game, you will need to design a way of recording the following information, which is recorded on the result sheet.
 - a. How often each answer occurred,
 - b. The score, with 1 point for each type of answer that occurs (odd or even).
- 2. Player 1 is assigned the odd numbers and Player 2 is assigned the even numbers.
- 3. Each player takes turns rolling the two dice and adding them together. They will record the frequency of how often each answer occurs and the score (Player 1 receives a point for any odd answers and Player 2 receives a point for any even answers). Play continues until a player scores 20 points.
- 4. Once they have played the game, they will graph the results using at least two methods on their graph pages.
- 5. Once the results are graphed, they will complete the analysis page based on their results.



RESULTS SHEET



GRAPH TYPE 1



GRAPH TYPE 2



Analysis

1. Represent the results using fractions and percentages:

	2	3	4	5	6	7	8	9	10	11	12
Fraction											
Percentage											
Percentage											

	Odd	Even
Fraction		
Percentage		



2. Is this a fair game? Why/why not?

3. How could you change it so both players had an even chance of winning?

4. Is it guaranteed to be the same person winning each time? Why/why not?