



Call: A chance game

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 many times a card you put down was higher, lower or the same.
 - b. How often did you correctly call higher, lower or the same.
2. Players split the deck into half and place 1 card face up as the starting card.
3. The first player will call *higher, lower or same*, predicting the outcome of the next card. They will record the results on their results page.
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



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RESULTS SHEET



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GRAPH 1



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GRAPH 2

Analysis



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1. Complete the tables below:

	Higher	Lower	Same
Percentage			
Fraction			

	Correct	Incorrect
Percentage		
Fraction		

2. Using the data above, if you were going to play the game again, is there a strategy you could use to increase the percentage of correct answers? If no, why not?