Probability of Chance Events

SCROLL
to take a look inside!

Probability of Chance Events

START	solve a problem!		skip ahead two spaces	solve a problem!	go back three spaces	solve a problem!

skip ahead two spaces	solve a problem!	skip ahead three spaces		solve a problem!	skip ahead two spaces

skip ahead three spaces

go back two spaces				solve a problem!

solve a problem!	go back three spaces	Lose a turn!	solve a problem!		solve a problem!

solve a problem!	solve a problem!	go back two spaces	FINISH	solve a problem!	go back two spaces

skip ahead three spaces				solve a problem!	

solve a problem!	go back three spaces	solve a problem!	skip ahead two spaces	solve a problem!		solve a problem!	solve a problem!

© Chloe Campbell

© Chloe Campbell

20 Problems Included:

1

Let's say you're taking a multiple-choice test. The test has 24 questions, each with 5 answers. If you guess randomly on each question, what grade would you expect to receive? The table below shows the range of scores for each letter grade.

Score	Grade
24	A
16-23	B
12-15	C
9-11	D
0-8	F

7

Choose the correct interpretation of expected value given the scenario described below. Suppose you are evaluating a strategy for a a basketball game. The expected value of you implementing the strategy is 4.4 points.
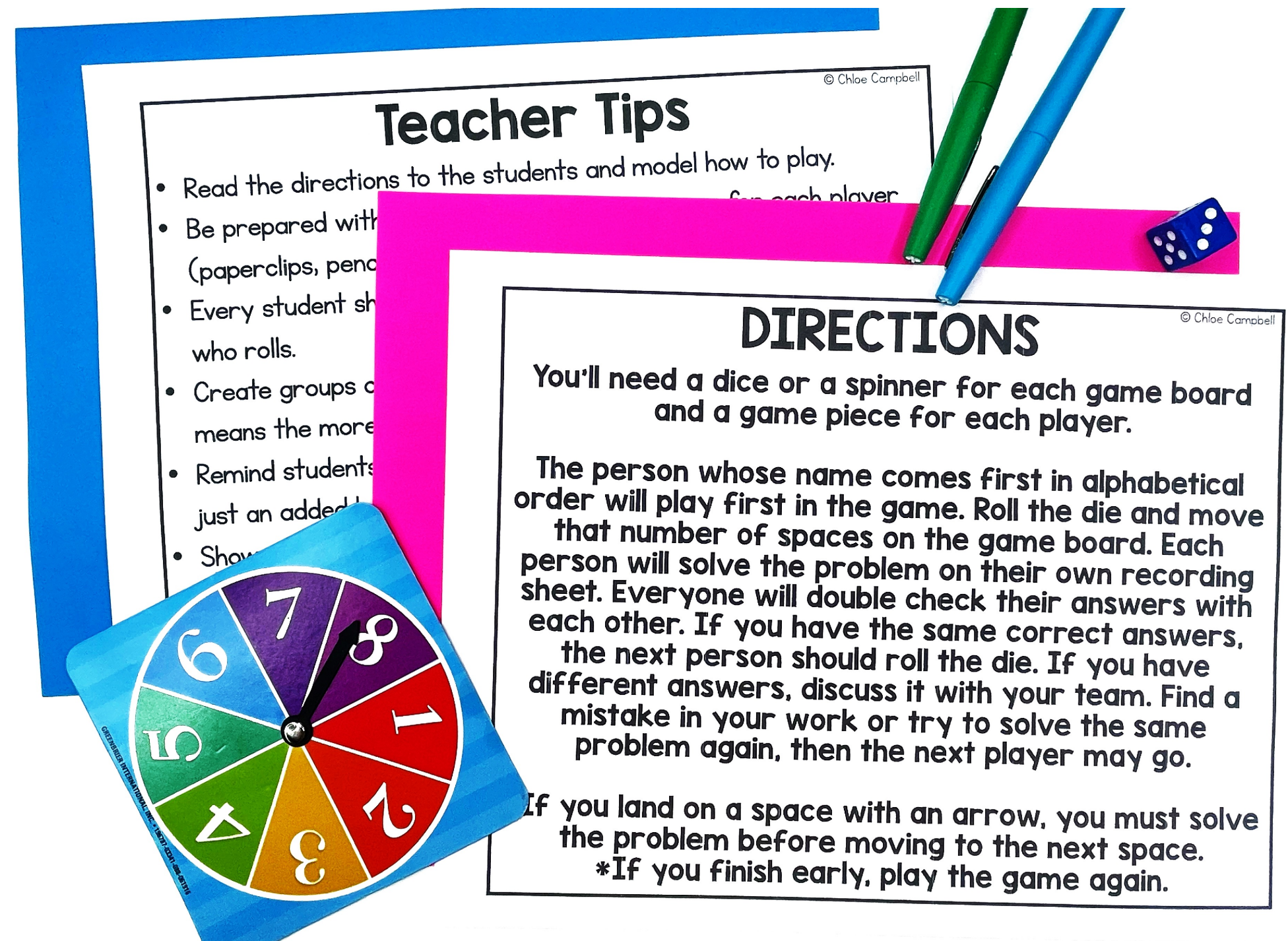
A.   If your opponent implements the strategy, you'll get 4.4 point
B.   If you implement the strategy, you'll probably get 4.4 points
C.   If you implement the strategy a great number of times, you'll get 4.4 points on average
D.   None of the above

3

Let's say you're taking a multiple-choice test. The test has 12 questions, each with 5 answers. If you guess randomly on each question what grade would you expect to receive? The table below shows the range of scores for each letter grade.

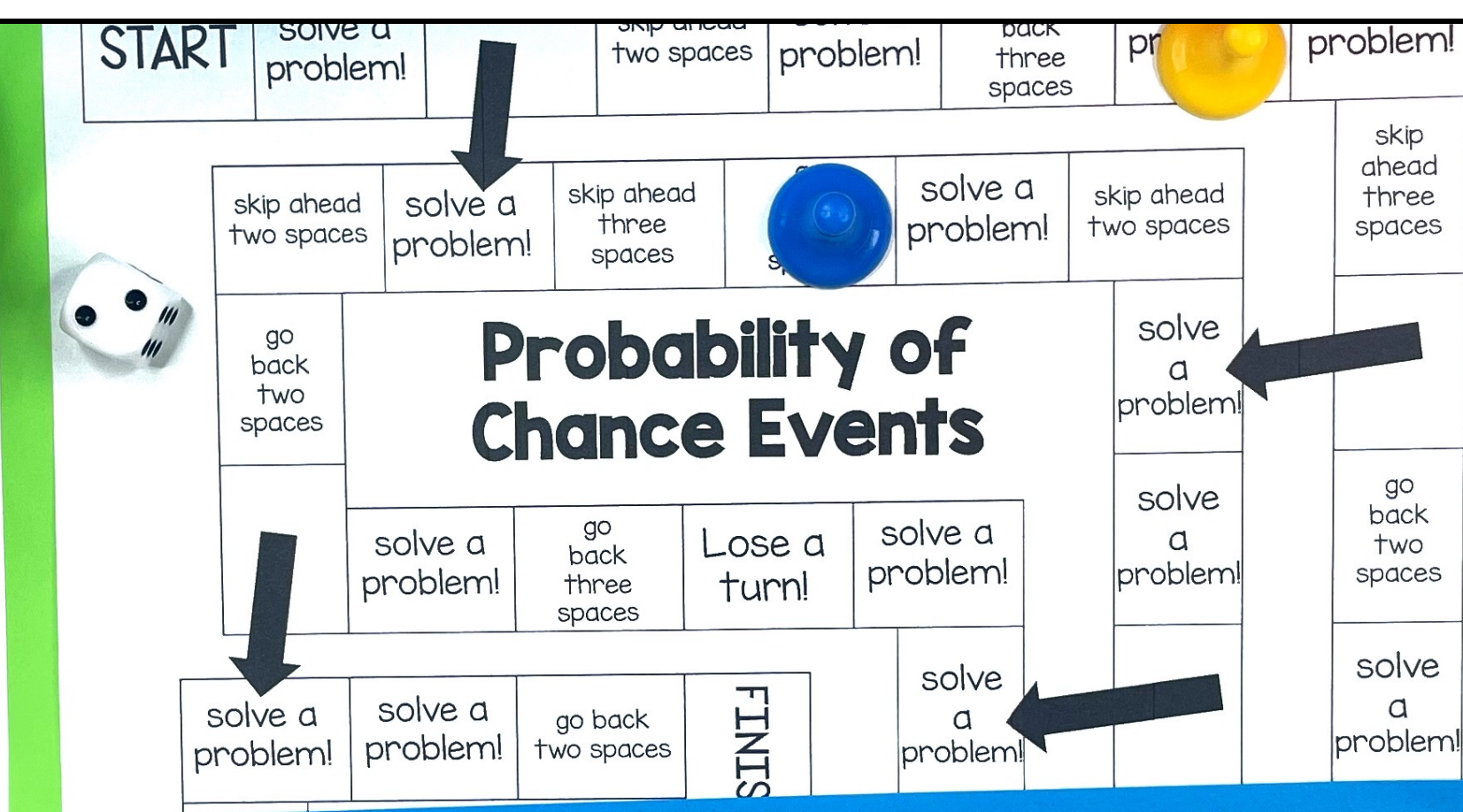| Score	Grade
10-12	A
8-9 99	B
7-7 99	C
5-6	D
0-4	F

5

Choose the correct interpretation of expected value given the scenario described below. Suppose you are evaluating a strategy for a a card game. The expected value of you implementing the strategy is 3 points.

A.   If your opponent implements the strategy, you'll get 3.3 points
B.   If you implement the strategy, you'll probably get 3.3 points
C.   If you implement the strategy a great number of times, you'll get 3.3 points on average
D.   None of the above

You'll Receive

★ Teacher Tips

★ Student Directions

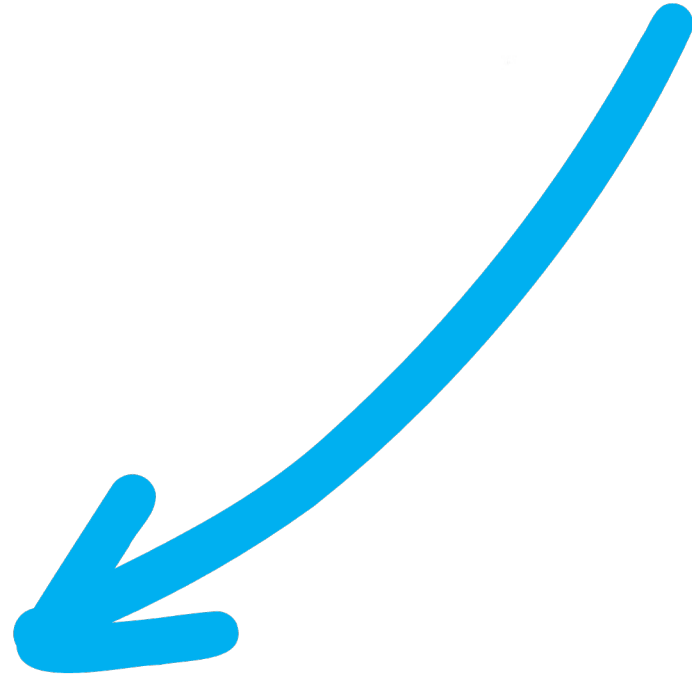★ Printable Math Board Game

★ Recording Sheet

★ Answer Key

Teacher Tips

- Read the directions to the students and model how to play.
- Be prepared with ___ for each player
  (paperclips, penc___
- Every student sh___
  who rolls.
- Create groups o___
  means the more ___
- Remind students ___
  just an added ___
- Show ___

DIRECTIONS

You'll need a dice or a spinner for each game board and a game piece for each player.

The person whose name comes first in alphabetical order will play first in the game. Roll the die and move that number of spaces on the game board. Each person will solve the problem on their own recording sheet. Everyone will double check their answers with each other. If you have the same correct answers, the next person should roll the die. If you have different answers, discuss it with your team. Find a mistake in your work or try to solve the same problem again, then the next player may go.

If you land on a space with an arrow, you must solve the problem before moving to the next space.
*If you finish early, play the game again.

START

solve a problem!

skip ahead two spaces

problem!

back three spaces

problem!

skip ahead two spaces

solve a problem!

skip ahead three spaces

solve a problem!

skip ahead two spaces

skip ahead three spaces

go back two spaces

Probability of Chance Events

solve a problem!

solve a problem!

go back two spaces

solve a problem!

go back three spaces

Lose a turn!

solve a problem!

solve a problem!

solve a problem!

go back two spaces

solve a problem!

FINISH

solve a problem!

solve a problem!

Probability of Chance Events Recording Sheet

Name:

1 F	2 F	3 F	4 D
5 C	6 C	7 C	8 C
9 B	10 C	11 A	12 A
13	14	15	16
17	18	19	20

HAPPY TEACHERS SAID...

> "This was a hit during centers. All students were engaged, and better yet – learning! Love this!"

> "My students love playing games and a simple, easy prep game like this is a great addition to math centers, early finisher activities, and review days."

> "These are great for small group stations! What a fun task card adaptation. Students get to play a fun and competitive board game, but they also get to practice learning. Plus, the recording sheet makes it easy to grade and monitor student progress; they aren't just playing they are actively learning and participating with evidence of ability. Great resource!"

What's the Best Way to Use this Game?

✓ Math Centers or Stations

✓ Whole Group Practice

✓ Morning Work

✓ Partner Activity

✓ Early Finisher Tasks

✓ Substitutes

Tips for Playing Math Games:

★ Read the directions to the students and model how to play.

★ Be prepared with dice/spinner and game pieces for each player (paperclips, pencil top erasers, pieces from another game, etc.)

★ Every student should solve every problem – not just the person who rolls.

★ Create groups of 2-4 students. The lower number of students means the more focused students are while playing.
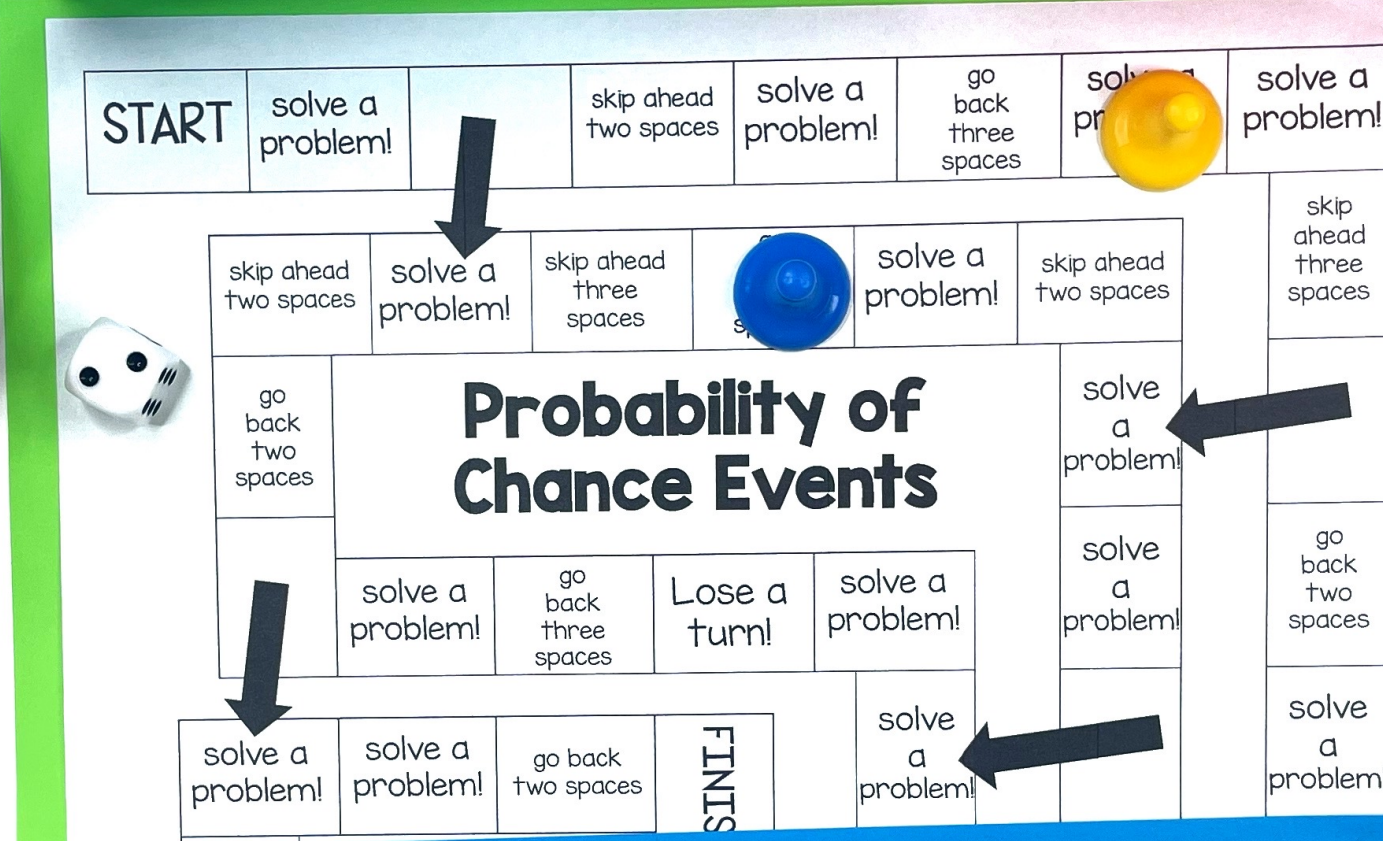
Tips for Playing Math Games:

★ Remind students that the focus is not playing the game...that's just an added bonus! The focus should be on practicing the math skills.

★ Show students how to compare and discuss answers. Did you both get the same answer? If students get different answers, ask them to solve the problem using a different strategy or help coach each other through the problem.

Why Board Games?

Research shows that challenge-based gamification in the classroom lead to an increase of 34.755% in student performance

(ScienceDirect, 2020).

Probability of Chance Events

START | solve a problem! | skip ahead two spaces | solve a problem! | go back three spaces | solve a problem! | solve a problem!

skip ahead two spaces | solve a problem! | skip ahead three spaces | solve a problem! | skip ahead two spaces | skip ahead three spaces

go back two spaces | solve a problem! | go back two spaces

solve a problem! | go back three spaces | Lose a turn! | solve a problem! | solve a problem!

solve a problem! | solve a problem! | go back two spaces | FINISH | solve a problem! | solve a problem!

Probability of Chance Events Recording Sheet

Name:

1 F	2 F	3 F	4 D
5 C	6 C	7 C	8 C
9 B	10 C	11 A	12 A
13	14	15	16
17	18	19	20

Students won't even realize they are learning!

ADD TO CART

Purchase now to see student engagement and student achievement increase!

Save MONEY and Get the BUNDLE!
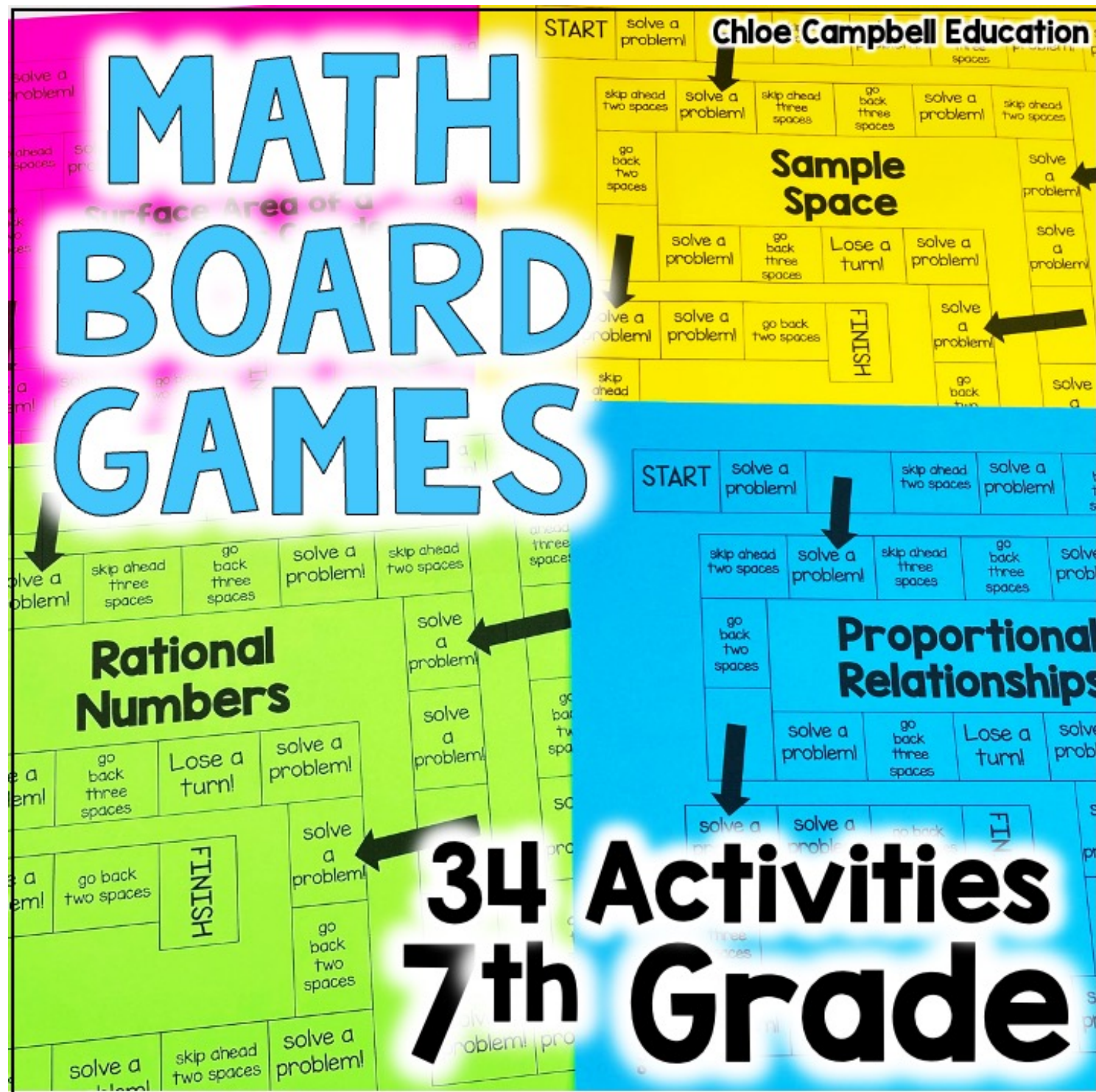
Click Here for the Bundle!