

In-Class Game

Luck of the Draw (Lesson 2-4)

Work in groups of four.

- Shuffle the cards and deal 10 cards to each player.
- Each team plays five rounds. For each round, each player finds and states his or her range, mode, median, mean, or outlier.
 - On the first round, the player with the greatest range wins 10 points.
 - On the second round, the player with the greatest mode wins 10 points.
 - On the third round, the player with the greatest median wins 10 points.
 - On the fourth round, the player with the greatest mean wins 10 points.
 - On the fifth round, players with outliers win 5 points. Players must agree that a hand contains an outlier.
- If there is a tie, players split the 10 points. At the end of the game, the player with the most points wins.

