


## In-Class Game

### *Take a Chance* (Lesson 9-6)

#### ● **Get Ready!** \_\_\_\_\_

Separate the class into groups of two, three, or four.

- Take a Chance master, p. 26
- Take a Chance score sheet, p. 27
- 2 number cubes per group 

#### ● **Get Set!** \_\_\_\_\_

Make a copy of the Take a Chance master on page 26 and a copy of the Take a Chance score sheet on page 27 for each student. Provide each group with 2 number cubes.

#### ● **Go!** \_\_\_\_\_

- Each letter of CHANCE on the score sheet represents a different round of the game. The object of the game is to get the greatest number of points during the six rounds.
- The first player rolls the number cubes and records the sum of the numbers in the first C column, unless a "1" is rolled on either of the cubes.
- If a "1" is rolled, all of the player's points in the first C column are wiped out, and his or her turn is over. If "double 1" is rolled, all of the points in the previous rounds are also wiped out.
- If a "1" is not rolled, the player chooses to roll again or to stop and keep the points he or she already has. Then it is the next player's turn. After each player has a turn, the first round is complete. Continue in this manner for the next rounds. Encourage students to think of the probability of rolling a "1" or a "double 1" when choosing whether to continue rolling in their turn.
- The winner is the player with the most points at the end of six rounds.

Name \_\_\_\_\_ Date \_\_\_\_\_

## In-Class Game

### *Take a Chance* (Lesson 9-6)

#### **Work in groups of two, three, or four.**

- Each letter of CHANCE on your score sheet represents a different round of the game. The object of the game is to get the greatest total number of points during the six rounds.
- The first player rolls the number cubes and records the sum of the numbers in the first C column, unless a “1” is rolled on either of the cubes.
- If you roll a “1,” all of your points in the first C column are wiped out, and your turn is over. If you roll a “double 1,” all of your points in the previous rounds are also wiped out.
- If you do not roll a “1,” you choose whether you want to roll again or to stop and keep the points you already have. Then it is the next player’s turn. After each player has a turn, the first round is complete. Continue in this manner for the next rounds. When you are deciding whether to continue rolling in your turn, think of the probability of rolling a “1” or a “double 1.”
- The winner is the player with the most points at the end of six rounds.

## In-Class Game

### *Take a Chance Score Sheet* (Lesson 9-6)

C	H	A	N	C	E

C	H	A	N	C	E

C	H	A	N	C	E

C	H	A	N	C	E

