

Round and Round and Round

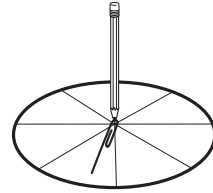
Object: to determine which of the three spinners is the winning spinner (lands on the greater number more often)

Materials needed: one set of *Round and Round and Round* spinners for each pair of students

Number of players: 2

Teacher Preparation

Print out and copy one set of *Round and Round and Round* spinners for each pair of students. A pointer can be made from a paper clip and a pencil. Open one end of the paper clip. Put the pencil through the round end of the paper clip and place it at the center of the spinner, as shown.



Game Play

• Playing the game

Each player chooses a spinner, and both spin at the same time. Players record which spinner lands on the greater number. This process should be repeated 19 times, with players keeping track of which spinner wins each time.

Players repeat this process until they have played spinner A against spinner B, spinner B against spinner C, and spinner A against spinner C.

• Variation

Before playing the game, have students predict which spinner is the winning spinner. Students should then form groups based on these predictions. Play the game as three teams—team 1 against team 2, team 2 against 3, and team 1 against team 3—to decide which team has the winning spinner.

Discussion

Have students answer the following questions:

Which spinner wins more often, A or B?

Which spinner wins more often, B or C?

Which spinner wins more often, A or C?

Is there anything surprising about these results?

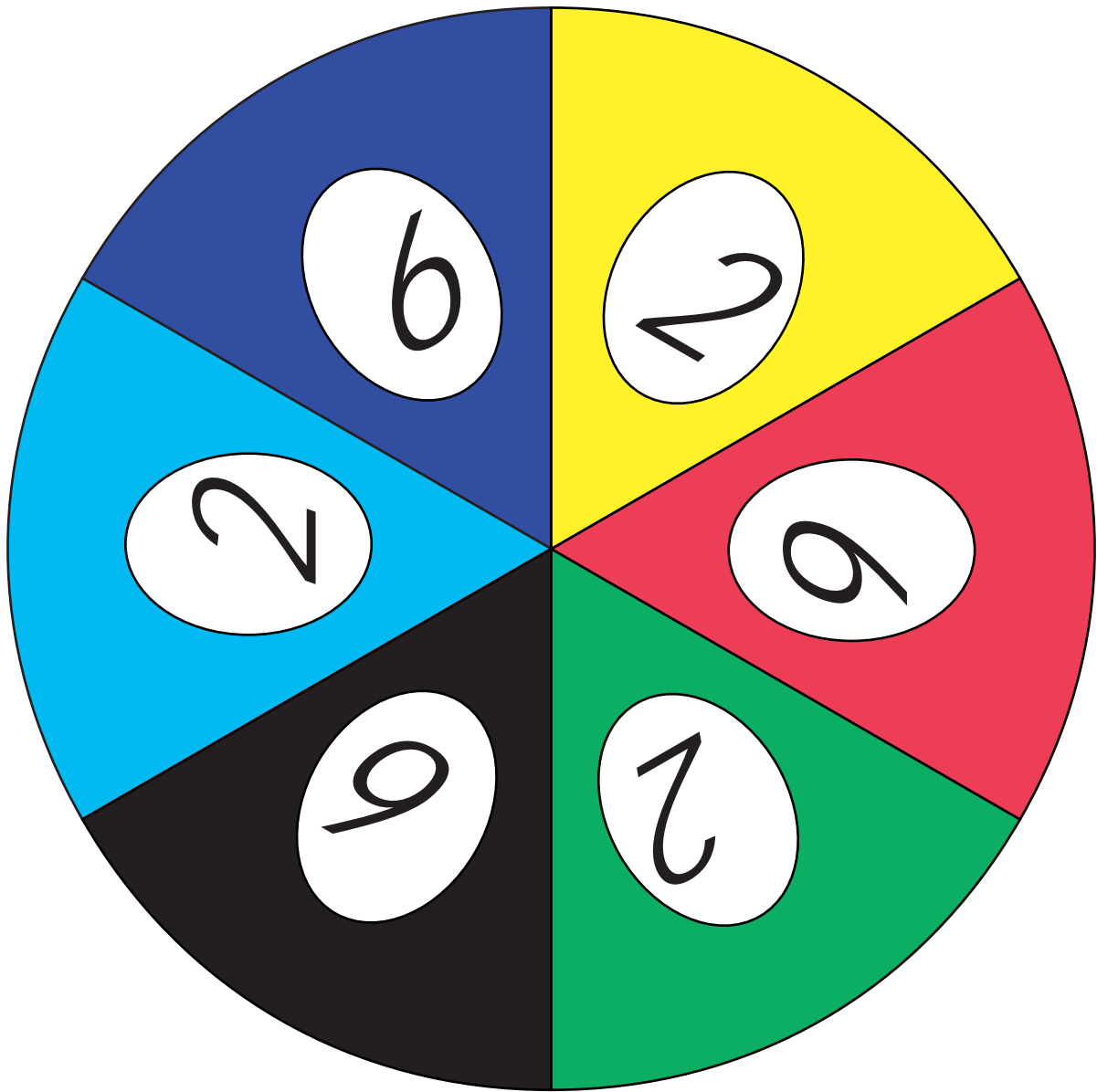
Students should note that although A wins over B and B wins over C, A does not win over C.



SPINNER A



SPINNER B



SPINNER C