

# Spinnermania

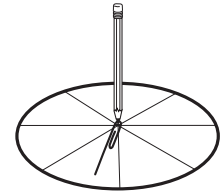
Object: to score the greatest number of points

Materials needed: *Spinnermania* spinner for each group, large paper clip and pencil for each group, calculators (optional)

Number of players: 3–5

## Teacher Preparation

Print out and copy a spinner for each group. 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

To begin, each player spins the pointer. The player who spins the greatest number goes first. The players then take turns, going clockwise.

In round 1, each player spins the pointer four times and records the results to create a data set. After everyone has finished spinning, players calculate the mean, median, and mode of their data sets. For every category (mean, median, or mode) in which a player has the greatest number, that player receives one point. If there is a tie in a category, each player with that number receives a point. If a player's data set has more than one mode, the player should choose the greatest one.

Players spin five times in round 2, eight times in round 3, ten times in round 4, and twelve times in round 5.

### • Winning the game

The player with the highest score at the end of five rounds is the winner.

### • Variations

If time is limited, you may decrease the number of rounds or the number of spins per round.

# SPINNERMEANIA

