

## TESTING ONE ROLL IN A GAME

- 1 Take the fair die for the board game.
- 2 Roll it just one time on the table.
- 3 Note the face that lands up, such as 4.
- 4 Nobody could know that 4 would show before the roll.

## WARM-UP

Fill the tally chart rows for the game outcomes shown.

| Category | Tally | Count |
|----------|-------|-------|
| Walk     |       |       |
| Car      |       |       |
| Bus      |       |       |

1. Add 4 tally marks beside Walk
2. Add 5 tally marks beside Car
3. Add 3 tally marks beside Bus to finish the set of 12

## PRACTICE

- 1 In a board game Mia rolls the die once and hopes for a 2 to move ahead.  
Can you know if a 2 will show on one roll?
- 2 Tom spins the game spinner once to pick red or blue for his turn.  
Is the colour known before one spin?
- 3 At play time the children roll a die once to start their game.  
Might a 1 come up on a single die roll?
- 4 The class plays a dice game and rolls 4 times while keeping a tally of each number.  
After 4 rolls of a fair die will 1, 2, 3 and 4 show about the same?

## ? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>a. The result of one die roll can be known before it happens. <input type="text"/></p> <p>b. On a fair spinner each colour comes up about the same over many spins. <input type="text"/></p> | <p>c. A single spin result is certain before it lands. <input type="text"/></p> <p>d. If a number does not show in 4 rolls then it is impossible. <input type="text"/></p> |
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