SPINNER GAME NO. 2

What you will need:

- paper
- 2 pens or pencils
- ruler
- 2 paperclips
- a partner to play a game.

What to do:

1. **Build 2 spinners**
   Trace around a circular object and divide each circle into 4 equal sectors.
   Set up your spinners as shown above:

   ![Spinners](image)

   To use the spinner, place a paperclip in the centre of the circle. Put a pencil in the loop of the paperclip and with your other hand, flick the paperclip.

2. **Play**

   A game for two players. *Is it fair?*

   Game rules and scoring:
   - Take turns spinning both spinners. Add the numbers they stop on.
   - Player 1 earns one point if the total spun is even, and Player 2 earns one point if the sum is odd.
   - Keep a tally.
   - The winner is the first to 10.
3. **Is this a fair game? Why or why not?**  
   **HINT:** Spinning lots of times and recording the results will help here.

**Taking the learning further:**

4. Design a set of fair spinners. Explain how you know they are fair.

**What learning is happening:**

- consolidating an understanding of chance, with a focus on “What is fair?”
- constructing the spinner supports geometry as students equally divide a circle
- using problem-solving skills of recording, organising and explaining evidence.

**Links to more information:**

[Learning at home](http://www.education.tas.gov.au/parents-carers/learning-at-home/) on the Department of Education website