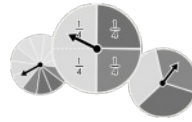


Directions and Critical Thinking Questions

Spinners



Beginning	<p>Have your child spin Spinner A on the game board and record the data. Did you get the results you predicted?</p> <p>Wipe off the game board and now spin and record data for Spinner B. What happened this time?</p>
Intermediate	<p>Using a paper clip and pencil, collect data on the <i>Design Your Own Spinner</i> activity sheet. Did you get the results you expected?</p> <p>Now, using the rulers and crayons, design your own spinner then test it out.</p>
Advanced	<p>Use the rulers and crayons to design your own spinners by following the directions on the <i>Spinner Probabilities</i> activity sheet.</p> <p>See if you can do the two <i>Challenge! Problems</i>.</p>
<p>Questions to ask your child:</p> <ul style="list-style-type: none">• Which spinner is fair, Spinner A or Spinner B? How do you know? (B)• If you spin the spinner in <i>Part 1</i> 20 times, about how many times do you think you will land on red? (I)• Explain why you designed your spinner the way you did. (I)• Explain how you figured out how to determine $\frac{1}{3}$ of Spinner 2. (A)	

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