

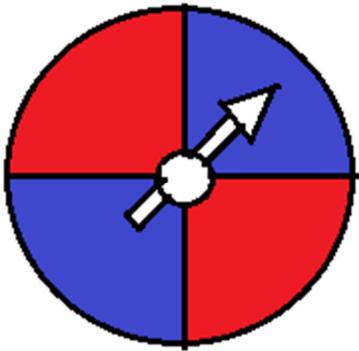
ACTIVITY - SPINNER

You will need a recording sheet for this activity, much like the sheet below.

Red	Blue

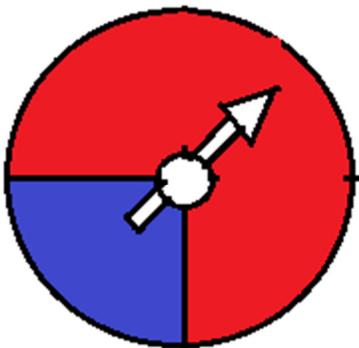
Recording sheet

Make a spinner that looks like this.

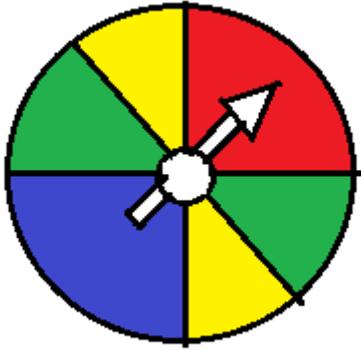


spinner

... or this.



... or this.



Exercises

1. Two players take turns spinning a spinner with two outcomes. Red or blue. Spin 10 times. The sheet should have 10 rows for the 10 spins. Record your spinning on the sheet. Try to predict which colour the arrow will fall upon.

Then answer the following questions.

How many times did the arrow fall on red?

How many times did the arrow fall on blue?

You may complicate spinning by using the other types of spinners. Just add the extra columns in your sheet.