

NAME _____

DATE _____

Home Connection I ★ Activity



NOTE TO FAMILIES

Welcome to the Home Connection! Below is one of many different math games and activities we'll be sending home this year. Each new Connection is designed to help you understand what we've been learning in math while helping your child extend his or her skills. This week's game, *Which Coin Will Win?*, is actually a probability investigation, but also a fun way to practice graphing and identifying coins. There are 2 spinners on the gameboard. One shows 2 nickels and 4 pennies; the other has 3 nickels and 3 pennies. Which one gives the 2 coins an equal chance to win? What happens when you use the spinner with 2 nickels and 4 pennies? Do the pennies always win? We've been exploring these questions in class and we need you to help your child gather more data.

Which Coin Will Win?

You'll need 10 pennies and 10 nickels; the gameboard; crayons, pen, or pencil; the graph sheet.

Game Rules

- 1 Look at the 2 spinners. What do you notice about them? What coins are shown on each?
- 2 Decide who will handle the pennies and who will handle the nickels.
- 3 Spin the spinner. If it points to a nickel, put a nickel on the graph (working from the bottom to the top). If it spins a penny, put a penny on the graph. Every spin counts—put out a coin for each spin.
- 4 Once the coins reach the top in one column, color a space on the worksheet to indicate which coin won. Play again and again with each spinner.

5 Do both spinners give each coin a fair chance to win? Why or why not?

6 Please return the worksheet to school.

Challenge! How much is each column worth at the end of each game? Count up the money and find out!



Which Coin Will Win? gameboard



	

