

Our buddy game

MY NAME _____

MY TEAM _____

START HERE

Pick ONE of these to start from, then change it to make it yours:

A a 4-section spinner B a bag of 8 counters C a die with coloured faces

You do not have to invent a game from nothing. Adapting one counts.

Step 1 · What is the game?

Write it so someone who has never seen it could run it.

WHAT THE BUDDY DOES

SKETCH IT

CHECK YOUR GAME AGAINST THE BRIEF

- 1 No reading 2 Under two minutes 3 Understood after one demonstration
- 4 The outcome depends on chance 5 You can list every outcome

Tick each rule once your game meets it. All five must be ticked.

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Step 2 · Every possible outcome

One row per outcome. If you cannot list them all, change the game.

OUTCOME	HOW MANY WAYS	FRACTION	DECIMAL	PERCENTAGE
TOTAL				

CHECK THIS BEFORE YOU GO ON

Add up your fraction column. It must come to exactly 1.

If it does not, an outcome is missing or you have counted one twice.

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Step 3 · Simulate it

Build your game in the Chance Simulator and run it 200 times.

WHAT THE SIMULATOR GAVE US — AND HOW CLOSE IT WAS TO OUR NUMBERS

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Step 4 · Critique

Swap planners. Judge against the brief, not against taste.

TWO THINGS THAT WORK

ONE QUESTION

ONE SUGGESTION

CRITIQUE GIVEN BY _____

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Step 5 · What we changed, and why

If you changed nothing, say why the critique did not change your mind.

Exit ticket

Hand this in at the end of the lesson.

SOMEBODY ELSE'S GAME

Another team designed this game.

A bag holds 10 counters. Eight are blue and TWO are gold. The buddy draws one counter.

Gold wins a prize.

1. What is the probability of winning?

Write it as a fraction, a decimal and a percentage.

FRACTION

DECIMAL

PERCENTAGE

2. If 60 Preps each play once, how many would you expect to win?

Show your working.

3. Is this a good game for Prep buddies?

Use the brief AND your numbers to explain.