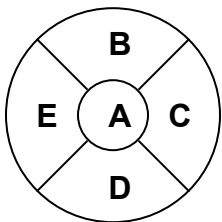


Hand out a **Spinners II sheet**, a **Spinner Puzzler sheet** and a **paper clip** to each student. Students will draw six spinners, each one matching one of the descriptions of the **Spinner Puzzler**. Call on students to draw an example, or show the students some examples.

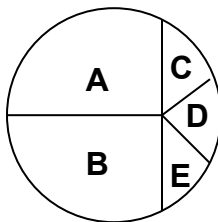
MATERIALS:

- Spinner II sheet
- Spinner Puzzler sheet
- Paper clips

EXAMPLES:



A cannot possibly win.

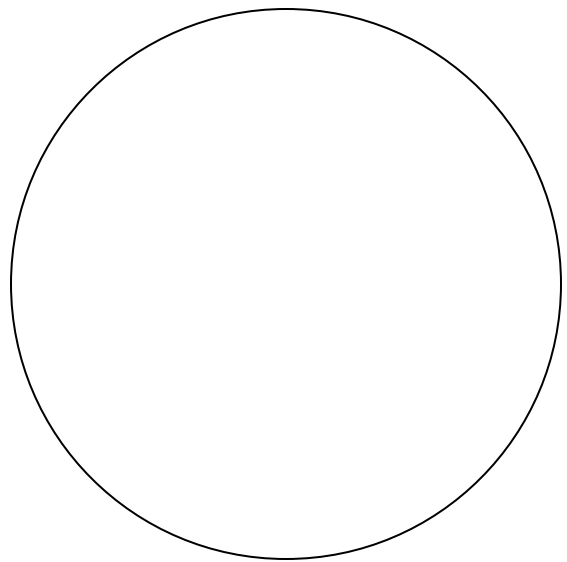
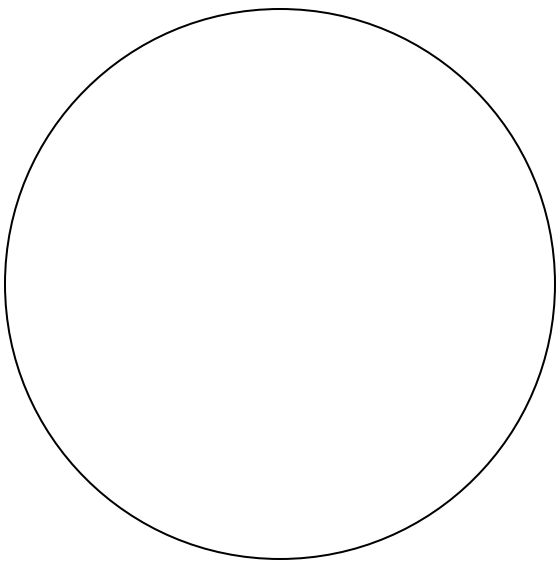
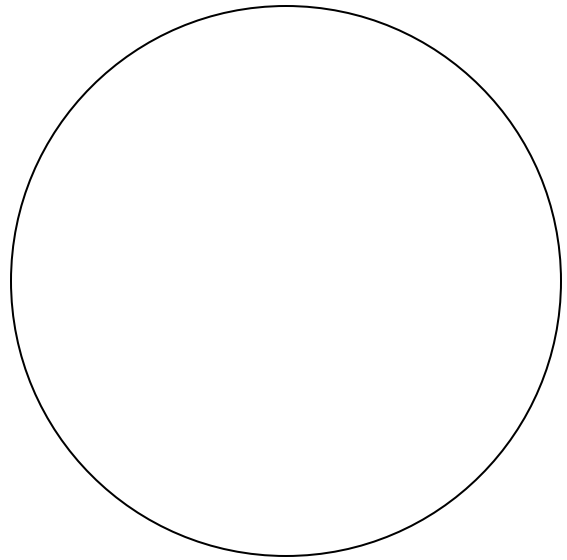
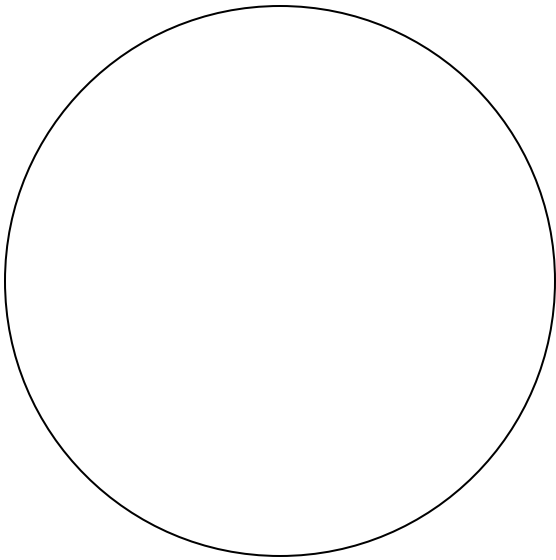
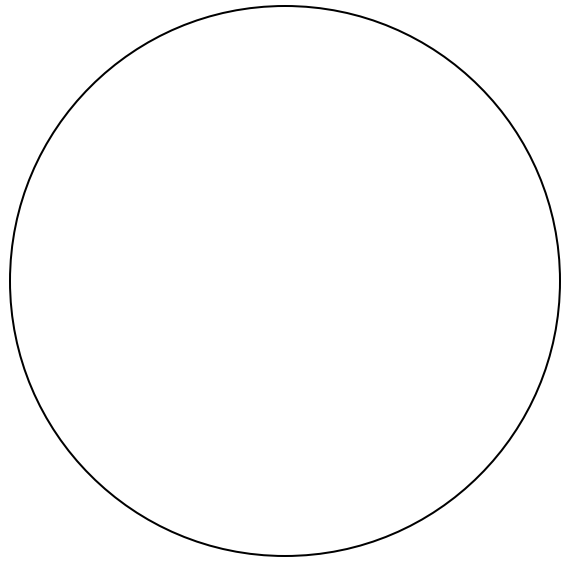
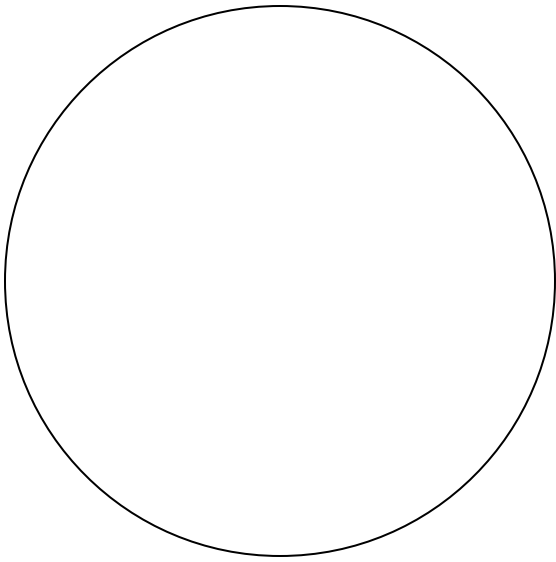


A or **B** will probably win.

Students should not make all the spinners in order; once completed with their work, instruct students to swap sheets with a classmate. The classmate will then attempt to determine which spinner goes with which description.

- ? Were you able to figure out which spinner went with what description?
- ? Were some spinners harder to figure out? Why?
- ? Were some spinners harder to create? Why?

Spinners II



Spinner Puzzler

Create your spinner to fit one of the following descriptions:

Do not make these spinners in order because you will switch worksheets with a classmate for him/her to match spinners with descriptions.

- ♦ A is certain to win
- ♦ A cannot possibly win
- ♦ A is likely to win
- ♦ A, B, C, D and E are all equally likely to win
- ♦ A or B will probably win
- ♦ A, B, and C have the same chance to win, and D and E cannot possibly win.

Exchange spinners with a friend for them to match spinners