

TWO DICE SUMS

After the students had many chances to roll two dice and record the sums, the teacher gave the following instructions for this multi-part probability activity: (2 class periods)

1. Think of a way to figure out all the combinations (sums) for two dice rolled together. Write a title and explain what you did. We will discuss the various strategies you came up with, and look at what works well.
2. Use a 6 x 6 grid to figure out the combinations for two dice sums to check that you found all the ways. (The teacher provided an example of a 6 x 6 grid, without supplying the numbers in the inner cells.)

When you are finished, show how each sum can be shown as a fraction of the total number of combinations that are possible.

3. Play this game with a partner several times:
 - Draw a chart with spaces under the sums for two dice.
 - Draw 11 circles in any of the 11 spaces in any combination you want.
 - With a partner, take turns rolling the dice. Each time you roll a sum, put Xs in all the circles you have for that sum. You win when all your circles are crossed off.

[Source: New Standards Project Draft: Performance Standards Vol. 2 Middle School, National Center on Education and the Economy]

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