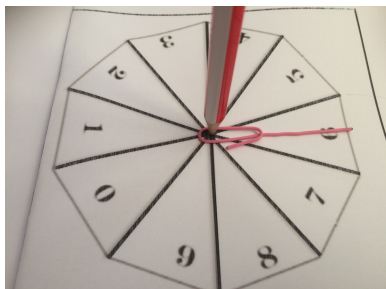


SPIN HIGH SPIN LOW

PLAY FOR FUN - THINK AND WIN - PLAY AND LEARN

This game can be played by any number of players and it is a good game for a family or 2 players.



The game helps you to understand place value and helps you to think about probability.

The game can easily be adapted to 2-digit or 3-digit numbers or to include decimals. All versions of the game can be played with any number of players, by a whole class as a lesson starter, or in pairs.

You will need a set of 10 cards numbered 0 to 9 or a 0-9 spinner like the one in the picture. Before you start decide if you are going to play Spin High where the highest number wins or Spin Low where the lowest number wins.

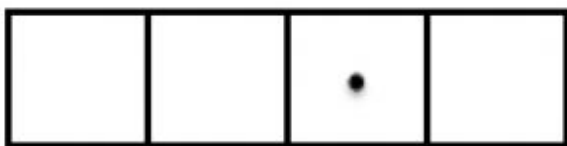
Each player must draw a grid. The one shown is for the 4-digit game. In the **Spin High** game the players aim to make the largest possible 4-digit number. As a whole class game one person draws a card at random, or spins the spinner, and calls out the digit (for example, 6 as shown in the picture) and the players must choose which of the 4 squares to place the digit in.



Spin again and call out the digit three more times and each time the players must write the digit called in one of their boxes. Players with the highest number win a point. The game is repeated and the first player to get 5 points wins the match.

In the **Spin Low version** of the game the players with the lowest 4-digit number win a point.

As a **variation of the game**, other targets can be set, for example the target could be to get as close as possible to 25. The players can take turns to choose the target.



The grid shown is for the decimal version.

If you use a decimal comma in your country then make your grid with a comma.

Again, this game can be played with a spin high target or a spin low target.

HELP

If you are a bit uncertain you could start to play the game with 2-digit numbers and then progress to 3-digit numbers and then to 4-digit numbers

With the 4-digit game, if you want to win 'Spin High' you need a high number in the thousands place. When for example a 6 comes up you have to think about the chance of one of the spins yet to come giving an even higher number, and you have to act accordingly.

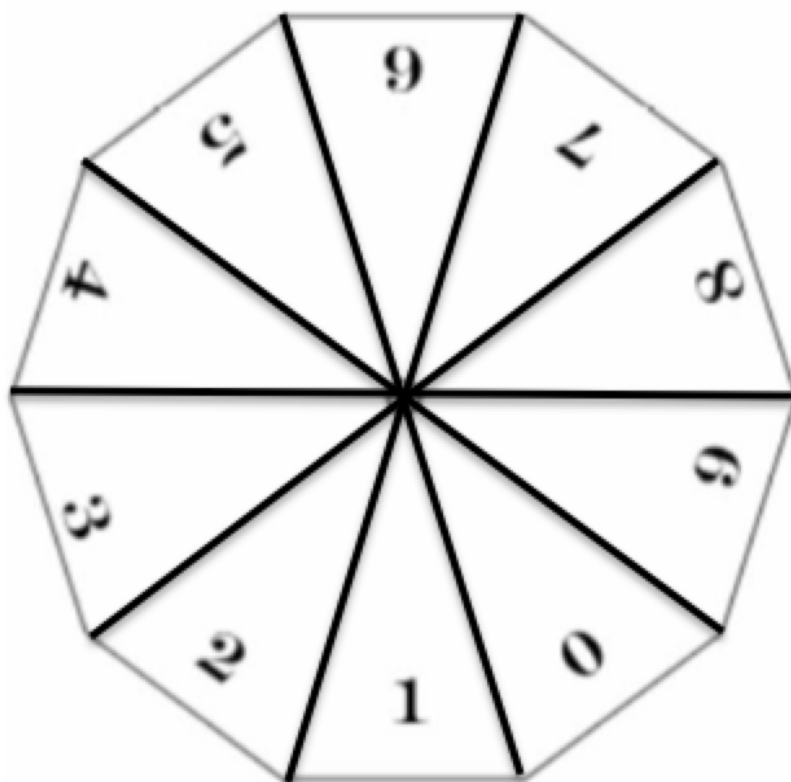
As there are 6 digits less than 6 (0, 1, 2, 3, 4 and 5) and 3 digits greater than 6 (7, 8 and 9) the probability of getting lower numbers is double the probability of getting higher numbers.

NEXT

There are many ways to vary this game and you might like to make up your own rules.

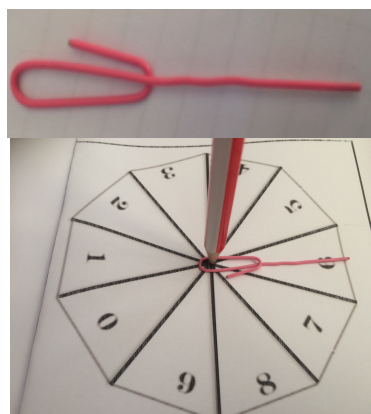
MAKE YOUR SPINNER

Use thick card for the spinner. Prick through this template to make marks on your card. Hold it still. Make an EXACT copy of the spinner shown here. Cut it out. With a little practice your spinner will work beautifully



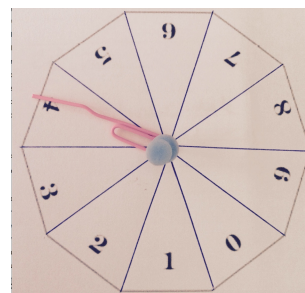
Now you are ready to play the games.

You will need a paper clip opened out as shown and a pencil.



Put the pencil tip in the centre of the template to hold the paper clip so that it can spin freely.

You can use a pin so that you do not need to hold the paperclip in place.



Alternatively make 10 cards so that you can draw one randomly from a box.

