



PLAY FOR FUN*THINK AND WIN*PLAY TO LEARN

<https://aiminghigh.aimssec.ac.za/spin-high-or-low/>

Spin 4 times.
Each time
write the digit
in one of the
boxes.

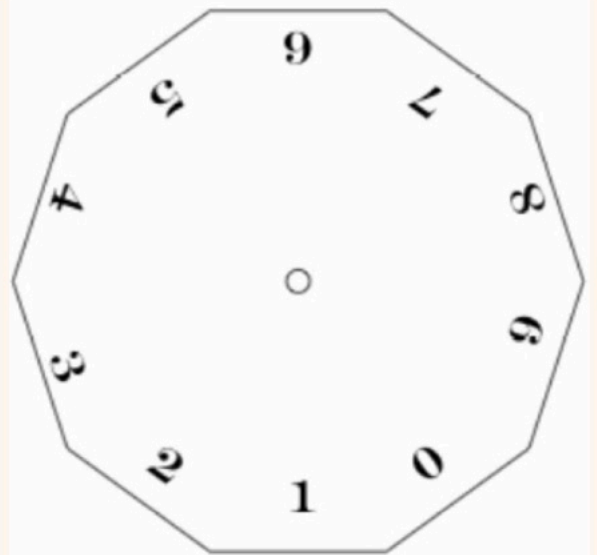
The winner is
the player
with the
highest
number.

Vary the
game by
aiming low.



--	--	--	--

**NUMBER SENSE
AND PROBABILITY**



MAKE A SPINNER

Cut out the template and mark lines as shown. Open up a paper clip and pin it and the template down on a flat surface so that the paper clip spins easily.