

Pet Shop Probability

Ages 8+

This Really Good Stuff® product includes:

- 12 *Game Pieces*
- 4 *Spinners*
- 2 *Pet Shop Work Mats*
- *Task Card*
- This Really Good Stuff® Instructional Guide

Congratulations on your purchase of this Really Good Stuff® **Pet Shop Probability**—a fun way to practice predicting probabilities.

Before introducing the **Pet Shop Probability**, make copies of this Really Good Stuff® Instructional Guide and file the pages for future use. Or, download another copy of it from our website at reallygoodstuff.com.

Pet Shop Probability

Number of Players: 2

Object: To practice determining probability based in terms of how likely or non-likely it is for the *Spinner* to land on each pet

How to Play:

1. Players decide which *Spinner* to use for each round.
2. Each player takes six *Game Pieces* and one *Pet Shop Work Mat*.
3. Referring to the *Spinner*, each player decides which of the six pets the *Spinner* is more likely to land on and places his or her *Game Pieces* accordingly. (**Note:** Players may place more than one *Game Piece* on any animal and leave some animals with no *Game Pieces*.)
4. Player 1 spins.
 - If the *Spinner* lands on a pet where he or she has placed a *Game Piece*, Player 1 removes a *Game Piece*.
 - If the *Spinner* lands on a pet where Player 1 does not have a *Game Piece*, he or she loses a turn.

5. Player 2 takes his or her turn, spinning and removing a *Game Piece* or losing his or her turn.
6. The round continues until one player removes all of his or her *Game Pieces* from the *Work Mat* and wins.

Introducing the *Pet Shop Probability*

Review previous lessons on probability and discuss the terms *likely* and *non-likely*. Gather two students to play *Pet Shop Probability* for the class. Explain the object of the game and how to play to the volunteers. With the rest of the class gathered around, encourage the volunteers to play the game. Show the class the *Task Card* and explain that it will be in the center with this game if students need to be reminded of how to play.

Task Card

Post the *Task Card* at the numeracy center where students will be able to see it easily. Remind students to refer to the shaded section at the top of the *Card* to be sure that they have all the needed materials.

Pet Shop Probability Tally Chart Reproducible

Copy the *Pet Shop Probability Tally Chart Reproducible* for your class. Gather students who are ready for this challenge together and demonstrate how you play: Use one *Spinner* from the **Pet Shop Probability** and use it to model how to play. Encourage students to play again with the same *Spinner* and compare results. Follow up with a discussion on experimental probability versus actual probability.

Name: _____

Date: _____

Pet Shop Probability Tally Chart

Directions:

Choose a Pet Shop Probability Spinner. After each of 10 spins, make a tally mark next to the pet you land on. Then count the tally marks to find the experimental probability of spinning each pet, and answer the questions below.

Pet	Tally	Experimental Probability
Bird		_____ out of 10
Dog		_____ out of 10
Cat		_____ out of 10
Fish		_____ out of 10
Hamster		_____ out of 10
Rabbit		_____ out of 10

1. Which pet had the highest probability? _____

2. Which pet had the lowest probability? _____

3. If you played again, would the outcome be the same?

Why or why not? _____
