

Mathematics Department Workshops

Topic: Relative Frequency

Resource Sheet HT1.REL.2

Diffy Game

Rules

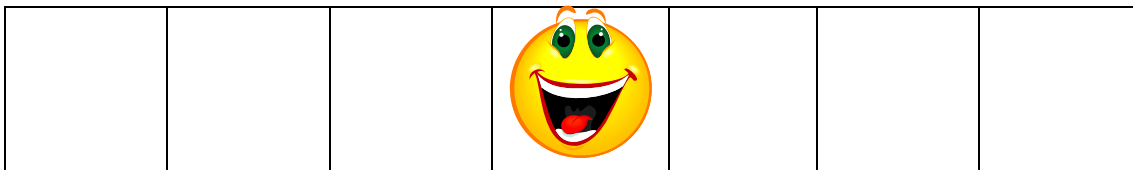
You will need a board like the one below, a counter and two dice. The object is to get the counter from the centre to your side of the board.

Player A: the counter moves left if the difference between the two dice rolled is 0, 1 or 2. If the difference is 3, 4 or 5 the counter stays in the same place. Player A wins if the counter reaches the left-hand side of the board.

Player B: the counter moves right if the difference between the two dice rolled is 3, 4 or 5. If the difference is 0, 1 or 2 the counter stays in the same place. Player B wins if the counter reaches the right-hand side of the board.

The players take it in turns to roll the two dice. And move the single counter (so the counter will move back and forwards).

Playing Board



Results

Record the results from each throw in a table like the one below:

Difference	Tally	Frequency
0		
1		
2		
3		
4		
5		