

Grade 5

Design a Spinner

Module 10-Measurement, Probability & Ratio

Probability will help you decide how often something is likely to happen. Probability is used in forecasting weather, determining insurance rates, designing freeways, ordering supplies and merchandise in offices and stores, and even in designing games. Use this activity to help your child understand probability.

Materials:

Blank spinners

Desired Results page describes 4 different spinners

Crayons, colored pencils, markers, or other writing supplies

Paper clip

Object of the Game:

The Desired Results page describes 4 different spinners. You and your child will attempt to design a spinner that gives these results. You will then test your spinner to check your design.

Directions:

1. Choose one of the desired results from the list provided.
2. You and your child will design a spinner that you believe **could** give the desired results. Discuss with your child why you designed the spinner as you did.
3. Use a pen or pencil and the paper clip to test your design. Spin the spinner 30 times. Keep a record of the colors on which the paper clip lands.
4. Compare the results of your spins with the description of the desired results.

5. If the spinner did not give the desired results, discuss with your child why that may have happened. If you feel adjustments to the spinner are necessary, make them. What results do you think you would get if you spun the spinner 100 times?

Questions to ask your child while playing:

Why do you think your spinner will give you those results?

What could you do to make the results closer to what you wanted?

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Desired Results

Color a spinner that should give you one of the following results:

1. Color a spinner that shows a better chance of spinning yellow than blue and that shows an equal chance of getting red and green.
2. Color a spinner that shows the best chance of spinning yellow, the least chance of spinning red, and a chance of spinning blue.
3. Color a spinner that shows twice the chance of spinning green as blue as well as a chance of spinning yellow and orange.
4. Color a spinner that shows three times the chance of spinning blue than red as well as a chance of spinning green.

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