## Can You Guess?

- GET READY!

Players: the entire class divided into three-person teams Materials: cup, coins, water dropper, self-adhesive notes

## - GET SET!

- Draw a number line on the chalkboard with a scale from 10 to 25 .
- Each team should fill a cup with water.


## - GO!

- Use the water dropper and find how many drops of water your team can get to stay on the head of a dime. Write the results on a sticky note. Post it on the chalkboard above the corresponding number on the number line. Find the mean of the numbers.

- Next, use the mean to predict how many drops of water will fit on the head of a penny. Record your team's prediction on a piece of paper.
- Find how many drops of water will stay on the head of a penny. Record the result on a sticky note and post it on the chalkboard. Find the mean of all of the results for the pennies. If your prediction is within three drops of the mean, your team gets to stay in the game.
- Continue predicting and testing using a nickel and a quarter.
- Who Wins? The teams left at the end of the game are the winners.

