

## **In-Class Game**

### ***Luck of the Draw***

#### ● **Get Ready!** \_\_\_\_\_

Separate the class into groups of four.

- Luck of the Draw master, p. 6
- 1 deck of playing cards per group

#### ● **Get Set!** \_\_\_\_\_

Make a copy of the Luck of the Draw master on page 6 for each student in the class. Give each group one deck of cards, minus the jacks, queens, and kings. Let each ace represent 1.

#### ● **Go!** \_\_\_\_\_

- Shuffle the cards and deal 10 cards to each player.
- Each team plays five rounds. For each round, each player finds and states his or her range, mode, median, mean, or outlier.
  - On the first round, the player with the greatest range wins 10 points.
  - On the second round, the player with the greatest mode wins 10 points.
  - On the third round, the player with the greatest median wins 10 points.
  - On the fourth round, the player with the greatest mean wins 10 points.
  - On the fifth round, players with outliers win 5 points. Players must agree that a hand contains an outlier.
- If there is a tie, players split the 10 points. At the end of the game, the player with the most points wins.

# In-Class Game

## *Luck of the Draw*

### Work in groups of four.

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  - On the fifth round, players with outliers win 5 points. Players must agree that a hand contains an outlier.
- If there is a tie, players split the 10 points. At the end of the game, the player with the most points wins.

