

Topic: Towers

Resources: For each team: instruction card 478; a large green plate and the construction material to build the model shown, activity card E-2-1; red, green and blue pencils.

- For each child: seven 2x2 bricks (all the same color but a different color for each child), a small 4x4 or 4x6 plate.



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Activities:

1. The teacher distributes the sets to the children. Each team builds the model shown on the instruction card and tests it.
2. The teacher explains the rules of the game: Each player must spin the wheel then mark on the card, with an X, which numeral they got. If the yellow pointer stops between two numerals, the numeral it just passed is used. The player then builds a tower of the same number of blocks on their small tile. After the players have all taken their turn, the children compare the towers: which is the tallest and which is the shortest? They then dismantle their towers. The game continues until the cards are full.
3. The teacher asks them to mark, in the first row of the card with a red X, the numeral that they think will come up most often. In blue, they should mark the numeral that will occur least often. Lastly, in green the numeral that will never occur.
4. The children play the game.
5. The teacher asks each team to count how many times a given numeral has come up and record this numeral on the last line of their card.
6. The teacher asks three questions, each team answers in turn:
 - Which numeral has come up the most times?
 - Which numeral has occurred the least times?
 - Is there a numeral that has never come up?

The teacher asks whether in any of the teams their predicted numerals coincided with the result of the game. The teams respond in turn.

7. Teacher and children together draw the conclusion: The numerals come up randomly and there is no regularity. This means that it is impossible to predict which numeral will occur most often and which least often.

