

Feed Fido

What are you trying to do?

- Select a counter that matches your colour
- Explore the outcome of a chance event

What do you need?

- A partner
- 2 Red and 2 yellow counters in a paper bag
- *Feed Fido* worksheet
- A red and a yellow pencil



What do you do?

- Are you lucky? What does this mean? Who is unlucky? Discuss together plenty of examples.
- With your partner, decide which of the 2 dogs you are going to feed. Imagine they are very hungry but you can only feed them their favourite coloured biscuit. When it is your turn, put your hand in the bag and draw out a coloured counter. Whoever matches the colour draws a biscuit for their dog. Put the counter back in the bag.
- Discuss if you both have an equal chance of selecting your colour. Why? Why not?
- Keep selecting counters until someone scores draws 5 biscuits.
- Was this a fair contest? Did it turn out the way you expected?
- Repeat this activity and see if the results are as you expected.

Variation?

- Repeat this activity until someone draws 10 biscuits. Predict first what you think will happen then compare the results. Are the results the same for a larger number of chances?

