Name:

Here are the rules of “GREED!”

* At the beginning of the game, all players stand.
* The first roll is with a pair of dice. On this first roll, all the numbers are eligible and every one receives that score.
* After the first roll, players may continue to *stand,* may *continue to play* and may continue to add numbers to their scores.
* At any time, a player who sits down at any point in the game keeps the score he has, but may not add to his or her score. A player who sits should record a slash, /, to the right of his tally.
* After the first roll, only one die is rolled. The roll is eligible if it is any number but a five. The number rolled is added to everyone’s score who is still standing.
* If the roll is a five, everyone who is still standing “zeroes out” and the game is over. A player who zeroes out should draw a line, --------, through his tally.
* Play continues until everyone sits down or until a five is rolled.
* At the end of the game record your total score.
	1. Play greed for three rounds. Three games = one round. Record the class information.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| player | game1 | game2 | game3 | roundscore | game1 | game2 | game3 | roundscore | game1 | game2 | game3 | roundscore |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |

* 1. Calculate the measures of central tendency and variability for each round. Also, create a line plot for the results of each round. Use the same intervals for all of the line plots.

Round #1

|  |  |  |  |
| --- | --- | --- | --- |
| range |  | median | mode |

Round #2

|  |  |  |  |
| --- | --- | --- | --- |
| range |  | median | mode |

Round #3

|  |  |  |  |
| --- | --- | --- | --- |
| range |  | median | mode |

* 1. What is the shape of each graph?

round 1 round 2 round 3

4. Which round does it appear that the players did the best? What about the graph makes you think so?

1. What is the range of each game?

round 1 round 2 round 3

Which round had the most variability (largest spread/range)?

Which round had the highest score?

Any outliers?

Based on the variability, which round was the most successful? Why do you think so?

6. Create a stem and leaf plot for the class data.

|  |  |  |
| --- | --- | --- |
| Round 1 | Round 2 | Round 3 |
| 1234567891011121314 | 1234567891011121314 | 1234567891011121314 |

7. How is a stem and leaf plot like a line plot? How is a stem and leaf unlike a line plot? Can you tell the shape of the distribution from a stem and leaf plot?