



l c i a a egie

1. Introduce students to the rules of the game. The goal of the game is simple: predict whether the sum of the dice will roll to a total of under 7, over 7, or equal to 7. The game is typically played with 2 dice.

A player typically places a wager on one of three possibilities:

- Possibility 1: Under 7
- Possibility 2: Over 7
- Possibility 3: 7

Players take turns rolling the dice. Each time they roll the dice they are to predict one of the three possibilities presented above.

To add stakes to the game, you can have them bet something (use low-stake items such as candies or chocolates). If they don't guess correctly, they lose what they bet. If they correctly guess possibility 1 or 2, they double what they bet. And if they correctly guess possibility 3, they quadruple what they bet.

2. Invite class to form groups of 3 or 4 students. Give them time to play without betting. Then add betting items and play the game. Did it change the game? at all, did it change the game?
- c. Would you rather play the game with or without betting? Why?
- d. When we bet something in a game, what are the benefits? What are the risks?
- e. How can we manage the risks of betting?



