# Crazy Choices Game Suggestions

Several activities can be based on this applet. Possible math goals of each activity are indicated in parenthesis.

**Activity 1 (introduction of probability; comparing probabilities):** Give players different numbers of winning outcomes and of total outcomes. Try to predict which player will win more often, then run the program to check the prediction.

**Activity 2 (development of the concept of probability; different ways of expressing probabilities; comparing probabilities):** Give each player different numbers of winning chances. Then find out what number of total chances for each player will make the game fair. Check if the game is fair by simulating a large number of trials. Now give each player different total numbers of chances. Try to make the game fair by changing numbers of winning chances.