Crazy Choices Game Tally Table

Name of player:	# of favorable outcomes:	Total # of outcomes:	Total # of games played:	# of games won:	Experimental probability*:

* The following formula should be used for experimental probability:
Experimental probability = (# of games won)/(Total games played)

Obviously, experimental probability is computed after all the data is collected. Here is the example of the game statistics. Anton played with a spinner that had 3 equal sections and won if the spinner stopped at Section 1 or 2, Bella played with a ten-sided die and won if the die rolled 2, 4, 6 or 8 up, and Cindy played with a coin and won if it fell heads up. Students planned to play fifty games. They tallied the results of every game and then counted their victories:

Name of player:	# of favorable outcomes:	Out of the total of this many outcomes:	Total number of games played:	Number of games won:	Experimental probability*:
Anton	2	3	50	32	32/50 = .64
Bella	4	10		18	18/50 = .36
Cindy	1	2		28	28/50 = .56

The players concluded that Anton had the best chances of winning, followed by Cindy and then Bella.