Spinner
Exploration Questions

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

Game 1 (connection between probability and geometry; measuring probabilities): Set as many sectors as you wish. Look at the measurement (in degrees) of the sectors and try to predict the chances for any sector to be selected. Simulate many games to see if you predicted the chances correctly. Change the number of sectors, how does this change the measurement (in degrees) of the sectors and the chance for any sector to be selected?

Game 2 (connection between probability and geometry; measuring probabilities): Figure out how many degrees the sectors will measure for each number of sectors in the table.

Number of sectors	2	3	4	5	6	7	8	9	10	11	12
Measure in degrees											