


LUCK OF THE TOSS

Level	1(Age group 6-8)
Resources Required	Coin Chalk or Pen / Pencil
Alternate Options for the Resources	Children or adults can make two paths with 10 boxes or jumping squares either on the floor or laying out paper squares labelled from 1 - 10
Strand Covered	Data handling and probability
Targeted Skills	Practicing coin probability
Time Required	10 minutes for the game 5 minutes to draw the path
Previous Learning Required	Counting up to 20
Support Required	Medium support

Rules of the Game:

Goal	Get to the finish line first by flipping the coin
Rules	<ol style="list-style-type: none"> The players check which side of the coin is heads and tails before the game begins Only 2 players can play this game at a time The 2 players determine who can move when the coin toss lands on heads and who can move when the coin toss lands on tails The path from 1 - 10 is either marked with chalk on the floor or by laying out squares on the floors
Steps	<ol style="list-style-type: none"> The players stand on one leg on the first square in their path of ten Everytime the coin tosses and lands on head, player 1 gets to hop forward one place and everytime the coin toss lands on tails, player 2 gets to hop forward one place The player that reaches the end of the path first wins the game Players will record how many times the coin in each round was tossed and how many times it was heads and/or tails Players will play 5 rounds and then discuss whether they think it is better to be the heads player 1 or tails player 2
Images or Illustrations	 <p>The illustration shows a path of 10 numbered boxes (1 to 10) laid out on a surface. Above the path, there are two rows of colored triangles (yellow and red) representing the starting positions for two players. A coin is shown above the path, and a finish line is marked at the end of the path. The word 'NUMBER' is written on the right side of the path.</p>
Variations of the Game	This game can be played with dice. All even numbers will result in player 1 moving forward and the odd numbers will result in player 2 moving forward.
Simplification	The number of boxes on the path can be reduced to 5

