

# Thinking about SKUNK

NAME \_\_\_\_\_

*Discuss with your group and write out answers to each of the following.*

1. SKUNK is a game that involves both choice and chance.

- What part of SKUNK involves choice? \_\_\_\_\_  
\_\_\_\_\_
- What part of SKUNK involves chance? \_\_\_\_\_  
\_\_\_\_\_

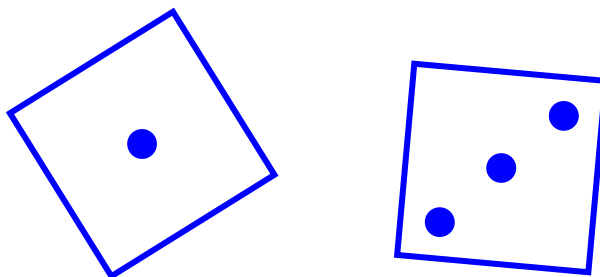
2. Think of some other games you know.

- Which games involve mostly choice? \_\_\_\_\_
- Which games involve mostly chance? \_\_\_\_\_

Rate each game on a scale of 1-10, with 1 meaning “pure chance”, 5 meaning “chance and choice about equal,” and 10 meaning “pure choice.” Justify your ratings.

3. In life, many things happen. Some are the result mostly of chance or “luck,” and others mostly result from the choices and decisions you make. Think about some things that happened recently in your life.

- List two things that happened to you mainly because of chance. \_\_\_\_\_  
\_\_\_\_\_
- List two things that happened to you mostly because you made a choice. \_\_\_\_\_  
\_\_\_\_\_



Choose one or more of the following to investigate in-depth:

4. Rolling a 1 in SKUNK is a disaster. To get a better score it would be useful to know, on average, how many good rolls happen before a 1 or double 1's come up.

- Decide on a way to find out. \_\_\_\_\_
- Carry out your plan and describe the results. \_\_\_\_\_

5. In SKUNK, when a 1 isn't rolled, what is the average score on a single roll of the dice?

- Decide on a way to find out. \_\_\_\_\_
- Carry out your plan and describe the results. \_\_\_\_\_

6. What are some strategies that could be used to play SKUNK?

- Describe a "play-it-safe" strategy. \_\_\_\_\_  
\_\_\_\_\_
- Describe a risky strategy. \_\_\_\_\_  
\_\_\_\_\_
- Estimate the kind of scores each strategy would be likely to produce. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
- Play SKUNK using each of your strategies and keep a record of your scores. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
- How well do your results agree with what you expected? \_\_\_\_\_  
\_\_\_\_\_