

It's a Deal!

A probability and number sense game modeled after Deal or No Deal.



Teacher Directions

Materials-

- **Cards with values for each set of partners in your class (You need to cut them out and put on a construction paper back)**
- **Student Directions**

The Object of the Game-

- **Students start out by shuffling the twelve cards and placing them face-down. There are twelve cards to make the fraction cards easier. On the backs of the cards should be some kind of construction paper so you cannot see through to the other side where the values are.**
- **Start the game by asking, "Have you ever seen the show Deal or No Deal?" Today you are going to play a game that is very similar. There are twelve cards, and you will find the probability of getting a high value (\$50,000 or above) throughout the game.**
- **Have the students play through each round. Questions are asked at each round.**

Student Directions



Today you are playing a game called It's a Deal, similar to Deal or No Deal, except there are less cards. You will play through five rounds of the game.

Take one card. Place it by you, face down. Don't turn it over until the end of the game! As of right now, what is the probability of getting the half a million dollar card, expressed as a fraction?

Round One-

Turn over three cards.

After turning the three cards over:

ANSWER: What is the probability of getting a card with at least five digits at this time?

Based on the cards you turned, will you take the bank offer for round one of \$1,000? If not, go on!

Round Two-

Turn over two cards.

After turning the two cards over:

ANSWER: What fraction of the cards you have left have three digits or less?

Based on the cards you turned, will you take the bank offer for round one of \$2,000? If not, go on!

Round Three-
Turn over two cards.

After turning the two cards over:

ANSWER: What fraction of your cards remain unturned?

Based on the cards you turned, will you take the bank offer for round one of \$3,000? If not, go on!

Round Four-
Turn over two cards.

Based on the cards you turned, will you take the bank offer for round one of \$4,000? If not, go on!

Round Five-

You should now have two cards remaining. One value may be very high, one value may be very low. It depends on probability. Check out your playing card to determine which two values are left. Are you taking the bank offer for \$5,000, or will you turn your original card over to see what you have won?

Cards to cut out-

.01

\$1.00

\$10

\$50

\$100

\$500

\$1,000

\$5,000

\$10,000

\$50,000

\$100,000

\$500,000

Bank Offer Cards

ROUND ONE- OFFER- \$1,000	ROUND TWO OFFER- \$2,000
ROUND THREE OFFER- \$3,000	ROUND FOUR OFFER- \$4,000
ROUND FIVE OFFER- \$5,000	

Check Off List

CROSS OUT THE MONEY VALUES AS SOON AS YOU TURN OVER EACH CARD.

.01

\$1.00

\$10

\$50

\$100

\$500

\$1,000

\$5,000

\$10,000

\$50,000

\$100,000

\$500,000

Check Off List

CROSS OUT THE MONEY VALUES AS SOON AS YOU TURN OVER EACH CARD.

.01

\$1.00

\$10

\$50

\$100

\$500

\$1,000

\$5,000

\$10,000

\$50,000

\$100,000

\$500,000