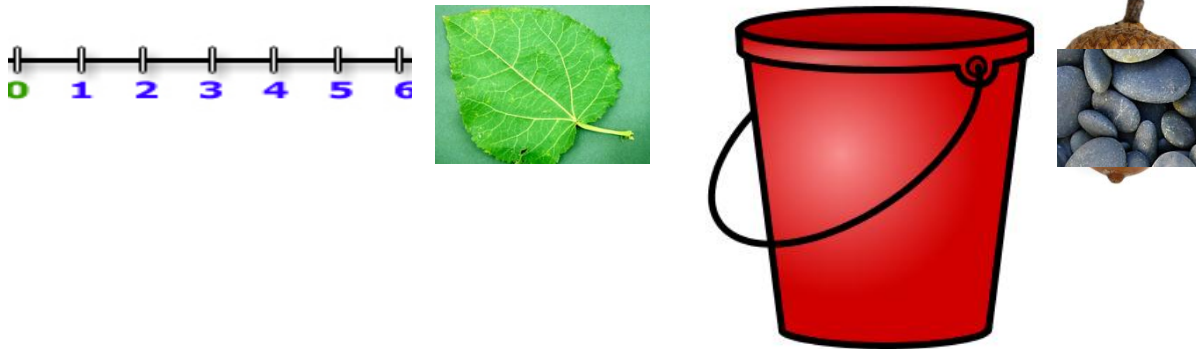


Exercise in the subject course – In & Out project

Mathematic by Mikael Skånstrøm

A. Wanna bet?



C1 Description

We all have the idea that the longer we are away from the basket the more difficult it is to throw a stone into the basket. But is there a certain coherent between distance and hits? And what if we change the subject, we throw? So - find at basket or another container and some subjects to throw. Decide the field, make a plan and make plenty of attempts. Note the results.

C2 Subject aims

The aim is to find coherents and to use the results to set a bet, e.g if you hit the basket 3 times out of 5 on the distance of 7 meters, you double your stake.

C3 Preparations

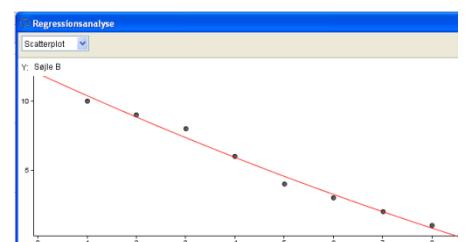
The participants have to know a little about betting and gambling and relations between stakes and winnings. You need a basket or another kind of container and maybe a (folding) ruler.

C4 Time

Two lessons

C5 Implementation

The participants must first decide how to design the game according to the choice of container and subject that they throw. At the next level, they must try the exercise themselves a lot of times from different



distances. The participants must write the results of all the attempts down. Back in the classroom the participants systematize their results, e.g using the dynamic geometric-program Geogebra.

C6 Conclusion

On the basis of the systematic, the participants decide, which kind of bet you can set so the gambler will be interested, but loose in the long run.