

# Soccer Spin Directions

- Materials**
- Math Masters*, pp. 470 and 471
  - counter
  - paper clip
  - pencil

**Players** 2

**Skill** Predict outcomes of events

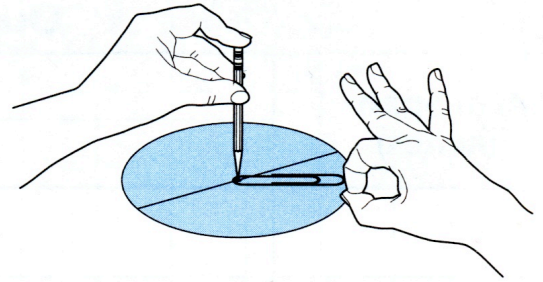
**Object of the Game** To test the prediction made at the beginning of the game

## Directions

1. Players agree upon one spinner to use during the game.
2. Each player chooses a team to cheer for, **Checks** or **Stripes**. (Players can cheer for the same team.) They look at their spinner choice and predict which team will win the game.
3. The game begins with the counter in the center of the soccer field.
4. Players take turns spinning and moving the counter one space toward the goal that comes up on the spinner.
5. The game is over when the counter reaches a goal.
6. Players compare and discuss the results of their predictions. Play two more games using the other two spinners.

## Follow-Up

1. Which spinner(s) would you want to use if you were cheering for the **Checks** team? Explain.
2. Which spinner(s) would you want to use if you were cheering for the **Stripes** team? Explain.



Use a pencil and paper clip to make a spinner.