WHICH SPINNER DO I CHOOSE?

CONTENT STANDARDS:
- Students will be able to compute simple probabilities.
- Students will be able to use ideas of probability to make good decisions.
- Students will be able to communicate mathematical ideas.

PROCESS STANDARDS:
- Students will be able to use a model to solve problems.

TASK:
The game you are about to analyze is called “Making Green.” To play the game, you spin a spinner twice. If you get a blue on one spin and a yellow in the other, you win since blue and yellow make green. Order of the colors does not matter. You can spin spinner 1 twice, spinner 2 twice, or spinner 1 and 2 together.

Which option should you choose? In other words, which option gives you the best chance of winning? Show your work.

CRITERIA:
- You must use tree diagrams, organized lists, or area models to show the probability of all three situations.
- You must choose an option based on the probabilities you found.
## RUBRIC:

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<th>Points</th>
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| **10** | □ Your explanation must include a tool that shows correctly the probability of each of the three situations.  
□ Your answer must be correct and in the correct form |
| **7-9** | □ Your explanation includes a tool that shows correctly the probability of two of the three situations.  
□ Your answer is correct, based upon your work, but is not reduced. |
| **5-6** | □ Your explanation includes a tool that shows correctly the probability of one of the three situations.  
□ Your answer is correct, based upon your work, but is not reduced. |
| **0-4** | □ Your explanation does not include any tools that show correctly the probability of any of the three situations  
□ Your answer is not correct and is not reduced. |

**TOTAL_____/10**