



Game Total

B	A	T

Fat Bat Game

Directions

Directions for Whole Class Game

MATERIALS:

- Fat Bat Recording Sheets for each student (in sheet protector)
- dry erase markers
- one die

GAME DIRECTIONS:

- The teacher tosses the die and announces the result.
- Students write down that number in the B column on their **Fat Bat Recording Sheets**.
- The teacher tosses the die and announces the result.
- Students write down that number in the B column on their game mats.
- Play continues in this way until the die toss is a **1**. When a one is tossed, every student still playing is a “**fat bat**” and loses all of their points for that round.
- A player may decide to stop at any point before the die is thrown again. He/she simply puts down the dry erase marker and stands quietly at the desk. Once standing, the student does not collect any more points. He/she gets to keep all of the points earned before standing.
- Play continues until a one is thrown, or until all students are standing.
- At this point, all students are seated and total up the points for the B round. Students may use a calculator, if desired. Students write their totals at the bottom of the B column.
- Continue playing in the same way for the A round and the T round.
- A game is three rounds. After the third round is completed, students add their scores for the three rounds and write this number in the Game Total box at the top of the recording sheet.
- Highest Game Total wins the game.

Fat Bat Game			Game Total
B	A	T	
4	5	6	4
2	5	2	6
5	3	5	4
6	4	4	2
6	7	2	3
	6		
23	0	32	

DATA ANALYSIS OPTION:

- After students have played the game several times, challenge small groups to come up with a “winning strategy” for the Fat Bat game. (e.g. stop when you have 20 points, stop when you get two sixes, stop when you have 10 numbers, etc.)
- Each small group announces their strategy and the reasoning behind their choice.
- Play the game again. Each member of the small group must play according to their winning strategy and may not alter their strategy during the course of the game.
- Announce game totals and debrief. Allow small groups to modify their winning strategy, if desired, before playing successive games.
- Let each group discuss how their best winning strategy competed with other groups’ strategies. Encourage groups to identify the strengths and weaknesses of each, and how each group figured actual probability into their winning strategy..
- Ask individual students write about what they learned about probability from the Fat Bat Game.