

Probability & Statistics: Tools and Descriptions

Name of Tool	Description	Example of activities
Dice	Dices are small, throwable objects with marked sides that can rest in multiple positions. They are used for generating random numbers, commonly as part of tabletop games, including dice games, board games, role-playing games, and games of chance.	https://www.teacherspayteachers.com/Browse/Search:probability%20dice%20game This is a link to worksheets that can be used to create activities with dice within the classroom.
Cards	A card is a piece of specially prepared card stock, heavy paper, thin cardboard, plastic-coated paper, cotton-paper blend, or thin plastic that is marked with distinguishing motifs. Often the front (face) and back of each card has a finish to make handling easier. They are most commonly used for playing card games,	a probability game as a whole class. This game pits the teacher against the whole class. Students first choose a suit, either heart, diamond, club, or spade. Then, you let them choose a card. If they get a card with the suit they guessed they get a point. If they don't match the suit, then the teacher gets a point. You repeat this 10 times.
Spinners	Transparent Blank Spinners can be used for various math and games and probability activities. Spinner can also be placed on top of a printed piece of paper	https://www.maa.org/external_archive/joma/Volume7/Bu/Spinner.html This is a link to a lesson that uses and describe how to use spinners to teach a lesson.
Coins	High-quality coins with serrated edges accurately portray real money.	https://www.tunstallsteachingtidbits.com/2017/11/20-ideas-teaching-coins-money.html This is a link where it gives 20 ideas on how to use these coins within the classroom.