

4 Game

Accuracy is important

- a die
- a 1-litre jug
- a large container filled with water (e.g. a wheelie bin)

This is for two or more teams.

Each team will need **all** the materials on the list.

- 1 Each **team** makes an **estimate** of how much water is in their container.
- 2 The first player in that team **rolls the dice**.

If an **even number** is rolled, the player takes **1 litre** of water from the container and pours it out.

If an **odd number** is rolled, **nothing** is taken out of the container and that player's turn is over.

- 3 Players from each team take turns to roll the die.
- 4 Each team **keeps track** of how many litres of water have been taken out of their container.

I rolled a **6** which is **even** so I take **1 litre** of water from our container.



Hamish	= 1 litre
Emmy	= 1 litre
Max	= 1 litre
Katie	= 1 litre
Total	= 4 Litres

- 5 Players continue taking turns and recording the **number of litres of water** until **all teams** have completely emptied their containers.
- 6 The **first team** to empty their container wins **10 points**.
- 7 The team that made the **estimate that was closest** to the actual capacity of the container wins **10 points**.
- 8 Each team that measured a total number of litres equal to the **actual** capacity of the container gets **20 points**.

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