Investigation Guide A: Highest Number 1

This Investigation Guide assumes that you have first worked on the Task Card.

Now use the materials to help you investigate these questions:

- 1. Play 5 games. Keep your score for each game and then add these 5 scores to obtain a 'grand total'. Try to get the highest grand total.
- 2. Analysing the Game

Write down your answers to each of the following questions:

- i) What is the highest possible score in a single game and what are the main ways this might happen?
- ii) What is the highest possible grand total after 5 games.
- iii) What is the lowest possible score in a single game and how might this happen? How often do you think it might happen?
- iv) In each of these games a first move has been played and the dice roll for the second move is shown. What move would you make and why?
- a) __ 3 __ Second roll is a 4
 b) __ 2 Second roll is a 4
 c) __ 4 Second roll is a 3
 d) __ 5 __ Second roll is a 3
 e) __ 2 __ Second roll is a 5
- 3. Testing Theories
 - i) Play each of the situations in 2 (iv) above 10 times and find a total score. Then play them 10 times with a different strategy. Do the results support your choices of each move?
 - ii) Work out what might happen in each case and what average scores you can expect. Eg: In game (a), if you place the 4 in the ones column, then the scores you could get are 134, 234, 534 or 634. What could you expect on average? The alternative would be to place the 4 in the hundreds column. Then the results could be 431, 432, 435 or 436. What score do these produce 'on average'?
- 4. Computer Simulation

If a computer simulation is available:

- i) use it to play several games
- ii) analyse the moves the computer is making and say if you agree with all of these
- iii) explore various strategies and find evidence of which strategies seem to be the best.