**Win at the Fair Project**

**A Statistical Analysis and Design – PHASE 1**

The simulator can be found the maths 300 program.

1. Go to **Gm2011.wikispaces.com**
2. Download the Maths 300 Zip file
3. Unzip and install
4. Run the software and go to “win at the fair”

You may find the copy of the board game and a copy of the blank sheet in the wiki-space as well

Your project is to design a game had is quick enough to allow for 1000 games to be play within the duration of a fair (assume a 12hr running time). Design it so that your board can produce a return of $300 in 1000 games. Make sure the boar d game is appealing, and when people see it they feel like they want to try as they observe that they have a chance to win.

Conduct some trail either with dice, random function in the graphic calculator or using the simulator.

The function for graphic calculator TI-Nspire is: Randint(1,12)

Present your finding to the class next week.

Your Findings should include

1. Results from the simulator with 1000 trails.
2. Manual trail of at least 30 Record (the more the better)
3. Discussions about choice of design.

Please note the manual results will be used further in learning Statistical Analysis.

~ Mr Hem