

# Greedy pig

## Equipment

- dice
- paper and pencils for recording

## Aim

To be the person with the highest score at the end of the game.

## How to play

1. The game begins with all students standing.
2. The teacher rolls the die and students add the result to their score. (starting at 0)
3. The teacher keeps rolling until they roll a 1.
4. Students may choose to 'save' their total at any time by sitting down. If they choose to sit down, they do not add any future rolls to their score.
5. Any students still standing when a 1 is rolled, will return their score to 0. Students sitting down, retain their score.
6. After a 1 has been rolled, all students stand up again and the next turn begins. Students add each roll onto their total from the previous turn.
7. A game consists of as many 'turns' as time permits.
8. The player with the highest score wins.

## Teaching points

- What strategies are students using?
- What is the optimum number of rolls before you should sit down?
- How many times is each number appearing? Are they equal?
- What would happen if we changed the number from 1 to a different number. Does this change the result of the game?
- Choose 2 numbers, which if rolled, will return scores to 0. How does this change the game and student's strategies?