**Title:** Jun Ken Po: What Should I Show? 

**Grade:** 6

**Topic:** Probability

**Standard, Benchmarks & I can statement:**

| Standard 14: Data Analysis, Statistics, and Probability: Probability: Understand and apply basic notions of chance and probability |
| Benchmark: Compute probabilities of simple compound events (e.g., rolling two dice, using two different spinners at the same time) |

**I can (Benchmark restated):** I can find the probabilities of simple compound events.

**Outcome:** Create a game of chance

**Time Recommended:**
- 1-45 minute period to explore WebQuest
- 1-45 minute period to develop product
- 1-45 minute period to play student games (optional)

**Materials needed:**

- **Materials** - spinners, coins, number cubes, etc. if not using the online tools to play student games
- **Skills** – basic knowledge about simple probability, ability to multiply fractions if using area model to calculate compound probability

**Equipment (beside computer):**

**Vocabulary:**

- **Hawaiian vocabulary:**
  - Probability – Pahiki
  - Compound Event – Puhui
  - Outcome – Hopena
  - Tree Diagram – Kiʻi kuhi pahiki
  - Fair – Kaulike

**Options:**

- Exploring the WebQuest could be done in class and the game development could be done as homework
- Students can play the game at home and record the results in lieu of playing in class

**Tips:** Have a game day following the WebQuest where students get to play each other’s games and discuss the fairness.