Name_____
Date _____

Fair Games Self-Reflection

1. From what you've learned about probability and chance, explain what determines fairness. _____
_____
_____
_____

2. What processes did your group use to design and create a fair game? _____
_____
_____
_____

3. What problems did you encounter while creating the game and how did you handle them? _____
_____
_____
_____

4. In what ways did peer collaboration help or hinder the process of creating the game? _____
_____
_____
_____

5. Of all the class games that were created, which one(s) would appeal most to 11-13 year olds? Explain your thinking with examples. _____
_____
_____
_____
_____

6. Based on what you've learned throughout the unit, do you think life is fair? Clarify your opinion with examples. _____
_____
_____
_____