

# 19 Easy Street

Players: 2 to 6

Players cruise through life by choosing and spinning the luckiest path (the one they are most likely to spin).

### SKILLS

Calculating probability, logical operators (the words *and* and *or*)

### PREPARATION

Provide each playing group with an Easy Street game board (page 87), an Easy Street spinner (page 86), and a copy of the rules (page 85). Cut out a place marker below for each player.

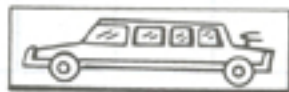
## Basic Math Skills

After students play Easy Street, discuss their discoveries about probability. Which events are most likely to happen? (finding \$10 or a lost kitten) What are the chances of spinning each event? (1 out of 2) What are the chances of spinning other events? ("Meet a Movie Star" or "Find \$100": 1 out of 3, "Win the Lottery" or "Play Pro Sports": 1 out of 6) How many times more likely is a player to "Find \$10" than "Win the Lottery"? (3 times—3 out of 6 chances versus 1 out of 6 chances)

The words *and* and *or* have special meaning in the world of logic. Students may have used these terms while doing a computer search, for example. How does using the word *and* or *or* affect the chances of something happening? Which has a greater chance of happening: Meeting a Movie Star and Winning the Lottery versus Meeting a Movie Star or Winning the Lottery? (Just as in a computer search, the word *or* includes more possibilities while the word *and* reduces possibilities.)

## Skill Challenge

- Challenge students to create their own Easy Street game.



Easy Street Place Markers