Adjustable Spinner Game Suggestions

Several games can be based on this applet. Possible math goals of each game are indicated in parenthesis.

Game 1 (connection between probability and geometry; measuring probabilities): Set the spinner controls in any way that pleases your eyes. Looking at the measurement (in degrees) of each sector, try to predict the chances of each sector to be selected. Simulate many games to see if you predicted the chances right.

Game 2 (connection between probability and geometry; measuring probabilities): Select the number of sectors for the spinner. Before resetting the controls, decide what probability you want to assign to each sector. Calculate how many degrees each sector should be to obtain the probabilities you want. Then set the sectors to these numbers of degrees and simulate many spins to see if the experimental probabilities are getting closer to the probabilities you wanted to obtain. Can you have three sectors with probabilities of 20%, 30% and 40%? How?

The applet can also be used as a random number generating device for other games of chance!