


## 2.12 Matching Game

Date : .....

**Objectives** boost probability vocabulary.

**Contents** 30 cards in pairs. Each “Picture card” matches an “Expression card”, as illustrated below:

Expression	Picture
Pair of dice	

**Rules** A game for 4 players: A, B, C and D.

- Deal the “Expression cards” to two of the players (A and B), and the “Picture cards” to the two remaining players (C and D).
- Keep your own cards secret.
- A starts the game by reading one of his “Expression cards” out to the others.
- C or D has to find out the matching “Picture card” and lay it face up on the table.
- A lays his card face up on the table and all the players check if the cards match.
- And so on and so forth

Expression

Pair of dice

Expression

Toss a coin

Expression

Shuffle the  
cards

Expression

Deal the cards

Expression

Heads and  
tails

Expression

A standard  
deck of playing  
cards

Expression

The Queen of  
spades

Expression

The Jack of  
clubs

Expression

The King of  
hearts

Picture



Picture



Picture



Picture



Picture



Picture



Picture



Picture



Picture



Expression

The ace of  
diamonds

Expression

Roll a die

Expression

Draw a card  
from a deck

Expression

The four cards suits are  
clubs, spades, hearts  
and diamonds.

Expression

The picture cards are  
King, Queen and Jack.

Expression

If you roll a fair die, the  
events “getting a six”  
and “getting an odd  
number” are mutually  
exclusive.

Expression

skewed dice

Expression

spin the  
fortune wheel  
and win !

Expression

When rolling two fair  
dice, the event “getting  
a sum of 7” is twice  
more likely than  
“getting a sum of 3”

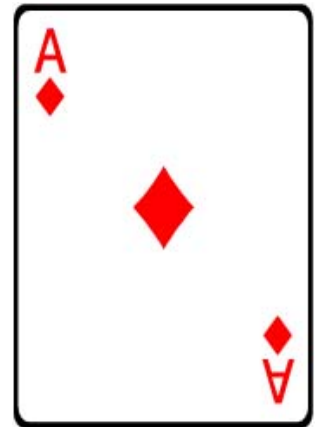
Picture



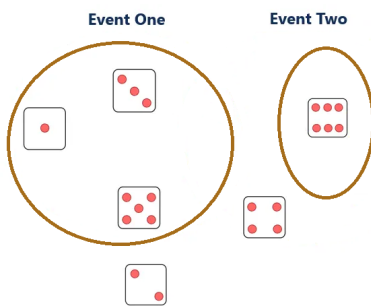
## Picture



Picture



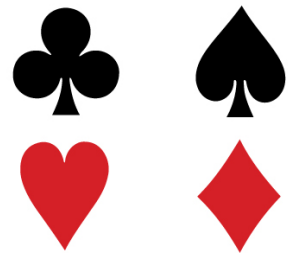
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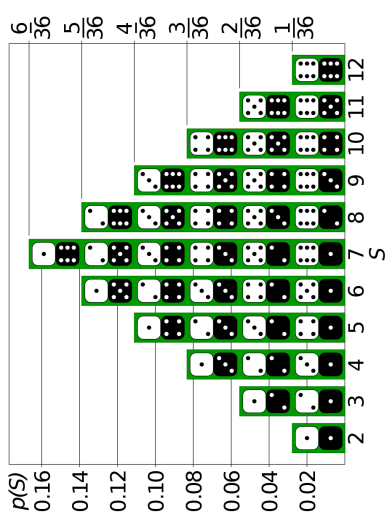
## Picture



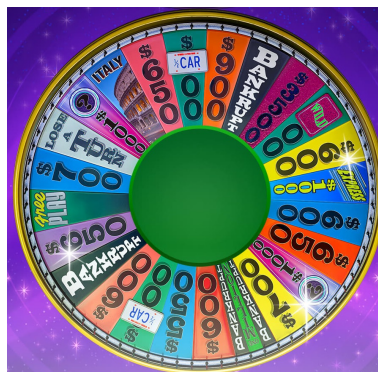
Picture



Picture



## Picture



Picture

