

Candy Cane Heads & Tails

This is a great game to improve your maths skills and start to learn a little bit about probability.

Each player will need a counter/marker and decide if they are going to be the head or the tail of the candy cane.

Both counters/markers are placed on the red line in the middle of the candy cane. Take it in turns to toss the coin, if the coin lands on heads the player who picked heads moves forward one place and visa versa if it lands on tails.

The first player to reach the end of the candy cane either the head or the tail wins the game. Play a couple of time and use the tally chart to record your results.

Ask some questions about the results:

- What is the lowest number of coin tosses will win?
- What is the highest number of coin tosses will win?

What you will need?

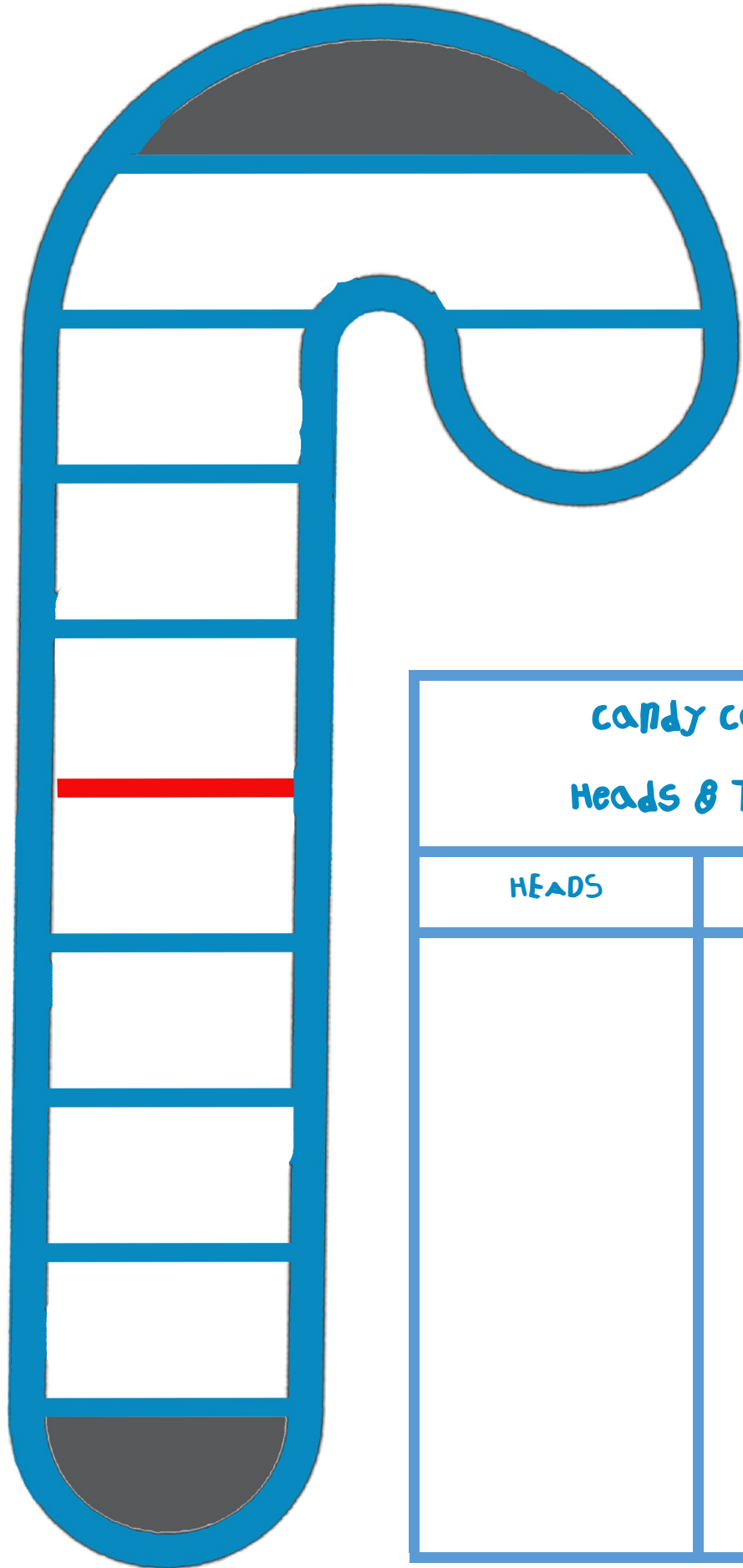
One coin

Two Counters/Markers

How do I gain credits for this Children's University activity?

Simply take part in the activity and evidence your wonderful work. Make a note of the special 'Activity Stamp Code' at the bottom of this page and take it into school. If you have a Passport to Learning call the Activity '*Enrich Education Online*' and write down the activity code in the '*Stamp of Approval*' section.

Get 1 children's
university credit



candy cane Heads & Tails	
HEADS	TAILS