

Roller Derby

Player One	Dice Rolls	Player Two
	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	

Roller Derby

In the *Roller Derby* game, each player places 6 markers on the board on the opposite side of the paper. Two dice are rolled in turns, and when the sum of faces matches a number on which the player has a marker, remove one marker from that section. The goal is to remove all of one's markers first.

Probability

Demonstrates basic concepts of probability. The idea that different summation of numbers have a different likelihood of being rolled with two standard dice. There are a total of 36 summation combinations.

Sum of 2 Dice	Combinations (1st die, 2nd die)	Probability
1	None	0/36
2	(1,1)	1/36
3	(1,2), (2,1)	2/36
4	(1,3), (2,2), (3,1)	3/36
5	(1,4), (2,3), (3,2), (4,1)	4/36
6	(1,5), (2,4), (3,3), (4,2), (5,1)	5/36
7	(1,6), (2,5), (3,4), (4,3), (5,2), (6,1)	6/36
8	(2,6), (3,5), (4,4), (5,3), (6,2)	5/36
9	(3,6), (4,5), (5,4), (6,3)	4/36
10	(4,6), (5,5), (6,4)	3/36
11	(5,6), (6,5)	2/36
12	(6,6)	1/36