

Lesson: Thwarting Technique

Ask students:

Can anyone now guess why 1 is opposite 6, 2 is opposite 5, and 3 is opposite 4 on a standard die?

Discussion Prompts:

1. What effect does this layout have on the average roll for someone who knows our technique?

[It leaves the average unchanged]

2. Does this solve all problems with games involving die?

[No, for instance if you need a 6 you can still improve your chances from 1 in 6 to 1 in 4 by using our technique. But it does solve the problem for keeping the average the same.]

3. Can you think of a rule that solves all the problems?

[Lots of possibilities here, for instance insisting that players drop their die from up high.]