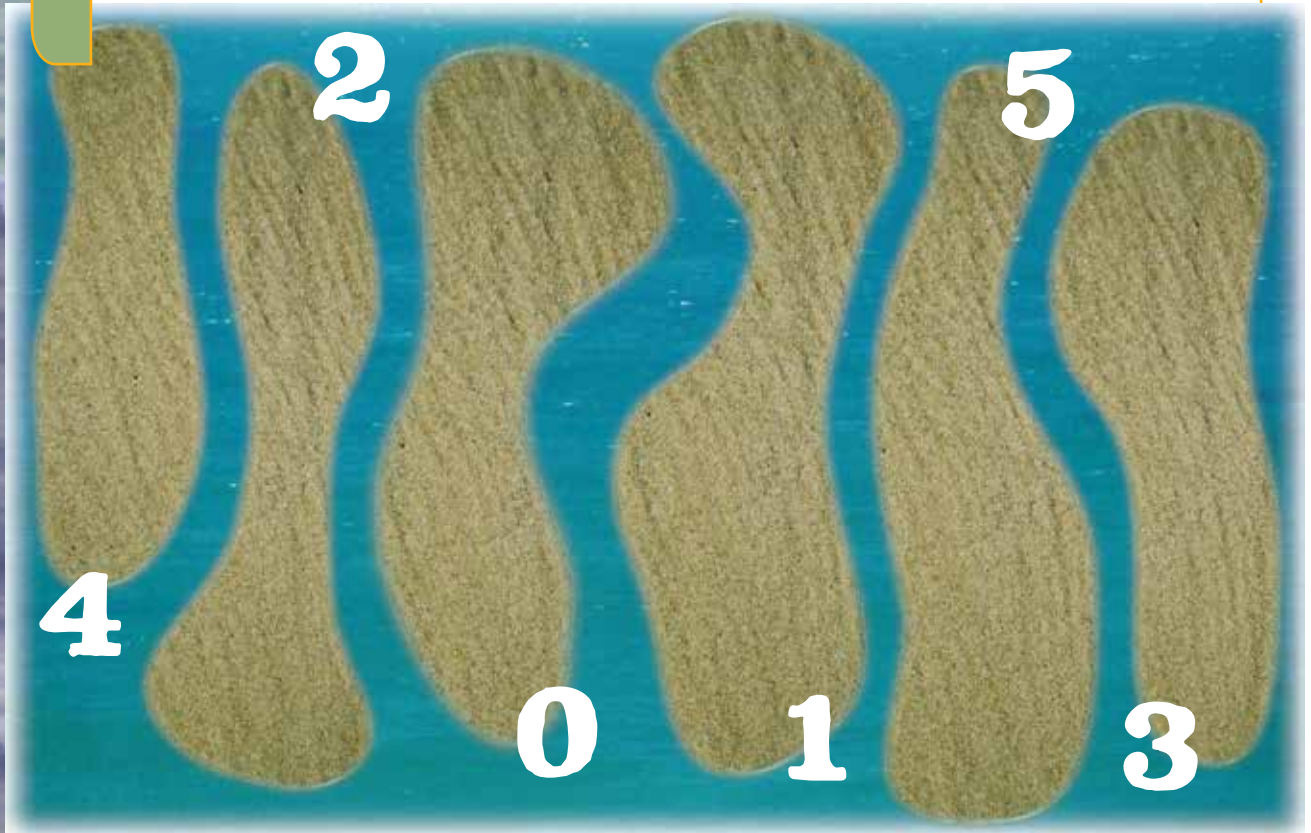# Wallowing Whales

You need: 2 dice, at least 6 counters of the same colour for each player, a computer (optional), 1–2 classmates

A pod of whales has stranded on sandbanks at Farewell Spit.
Save them as quickly as you can!

- Each player has 6 "whales" (counters of the same colour), which are to be "stranded" (placed) on the 6 sandbanks. The players can put as many or as few as they like on any sandbank, but they must place all 6.
- Each player throws the dice and notes the   difference between the 2 numbers. They can then save one of their whales on the bank that has that number.
- The players take turns at throwing the 2 dice and saving a whale if they can.
- The winner is the first player to save all their whales.

1. Which sandbanks was it easiest to rescue the whales from? Why?

2. Temuera has developed a strategy that he reckons helps him most of the time.

I made a table to find what the most likely difference between the two numbers would be.

DICE TWO	DICE ONE					
	1	2	3	4	5	6
1					4	
2						
3						
4		2				
5				1		
6						

a. Copy and complete Temuera's table.
b. Make a bar graph showing the number of times each difference occurs in the table.
c. What is the probability of getting each of the 6 differences?

3. Finn worked out a table like Temuera's.

Cool.
I'm going to put all my counters on sandbank 1.
I'm sure to win.

a. Do you agree with Finn? Try his strategy out and comment on it.
b. Can you invent a better strategy? Prove to a classmate that it works.