

# Rough Justice

You need: square grid paper, a classmate

**ACTIVITY**

Once upon a time, in a faraway land, King Klutz created a harsh but efficient system of justice. There was no court where charges could be heard. Instead, a prisoner was blindfolded and put in a room with two doors. Behind one door was a tiger; behind the other was a bag of gold. The prisoner had to choose a door, then enter the room behind it. No one ever came out alive from the room with a tiger in it, and if the tiger got the prisoner, the king assumed they were guilty.



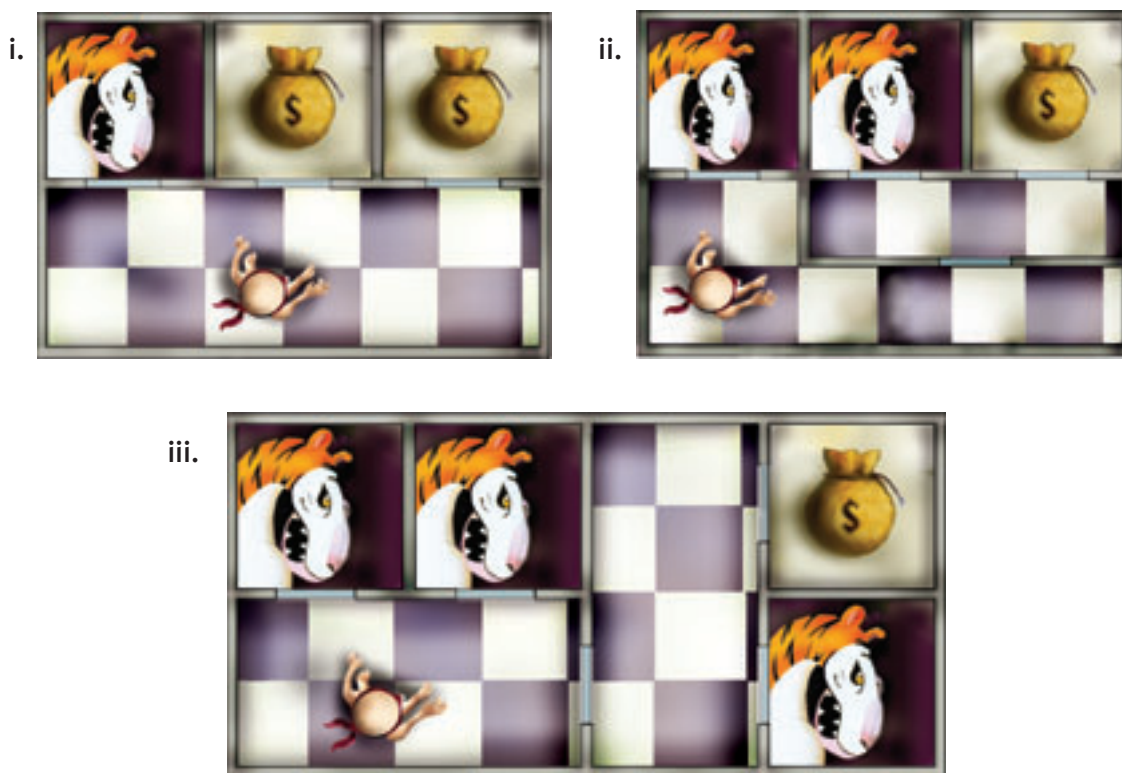
One day the king's daughter, Princess Paradox, had an idea.



First, Princess Paradox made a list of crimes.



Then she designed some rooms.



1. a. What are the chances of a prisoner surviving their ordeal in each case?  
b. Which crime would each set of rooms be suitable for? Explain.
2. a. Make up your own list of crimes. Design a set of rooms for each crime. Work out the probability of a prisoner surviving each one.  
b. Ask a classmate to answer questions 1a and b, using your set of rooms.