AP Statistics					Name:										
Ac	Activity: Bunko														
TH	 THE SET-UP: Bunko is a game of chance played with three dice. The rules of the game are as follows: If you roll the dice and end up with exactly one die showing a "1", you win \$1.00. If exactly two dice show a "1", you win \$2.00. If all three dice show a "1", you win \$21.00. If all three dice show the same number (any number from 2 to 6) you win \$5.00. Any other outcome results in \$0.00. If you played the game many times, how often would you expect to win money? How much would you expect to win each time you played? 														
RE	REQUIREMENTS: Three dice (1 white, 1 red, and 1 green) for each pair of students.														
	PROCEDURE PART I: Simulation . With your partner, play a total of 30 games of Bunko. Record your results in the table below. For each game, record the results by noting the outcome of each die in order by color.														
	Game #	Outcome W. P. C	\$	Game #	Outcome	\$	Game #	Outcom		\$					
	1	W, R, G	Ψ	11	W, R, G	Ψ	21	W, R, G	-	Ψ					
	2			12			22		+						
	3			13			23		+						
	4			14			24		+						
	5			15			25		+						
	6			16			26		+						
	7			17			27		_						
	8			18			28		+						
	9			19			29								
	10			20			30								
2.	Tally the number of times each dollar amount was won.														
		nount won	\$0.00		\$1.00	\$2.00	\$5.	00	\$21.	00					
	Tally														
3.	What proportion of the games did you win \$1.00? What proportion of the games did you win \$2.00? What proportion of the games did you win \$5.00? What proportion of the games did you win \$21.00? What proportion of the games did you win \$0.00? On average, how much did you win each game?														
4.					ne class and										
	X = An	nount won	\$0.	00	\$1.00	\$2.00	\$5.	00	\$21.	00					

Relative Frequency

Tally

PROCEDURE PART II: Theoretical Probability

- 5. Using the rules of probability and what you have learned about discrete random variables, answer the following questions. Be sure to show work. (It may be helpful to consider the color of the dice and all possible outcomes when finding some of the probabilities.)
 - (a) P(win \$21.00) =
 - (b) P(win \$5.00) =
 - (c) P(win \$1.00) =
 - (d) P(win \$2.00) =
 - (e) Use your results from above to complete the following probability distribution table for the random variable *X*.

X = Bunko Winnings	\$0.00	\$1.00	\$2.00	\$5.00	\$21.00
P(X)					

- (f) How much would you <u>expect</u> to win each time you played the game of Bunko? How does this compare with your guess from the beginning of this activity?
- (g) What is the standard deviation for the winnings in Bunko?
- (h) Suppose the amount you win in Bunko is tripled. What are the new mean and standard deviation?
- (i) Suppose you play the game twice. What are the mean and standard deviation of your total winnings?
- (j) Suppose you play Bunko with a friend. What are the mean and standard deviation of the difference in your winnings?
- (k) How do the relative frequencies in part 4 compare to the theoretical probabilities above? Explain.