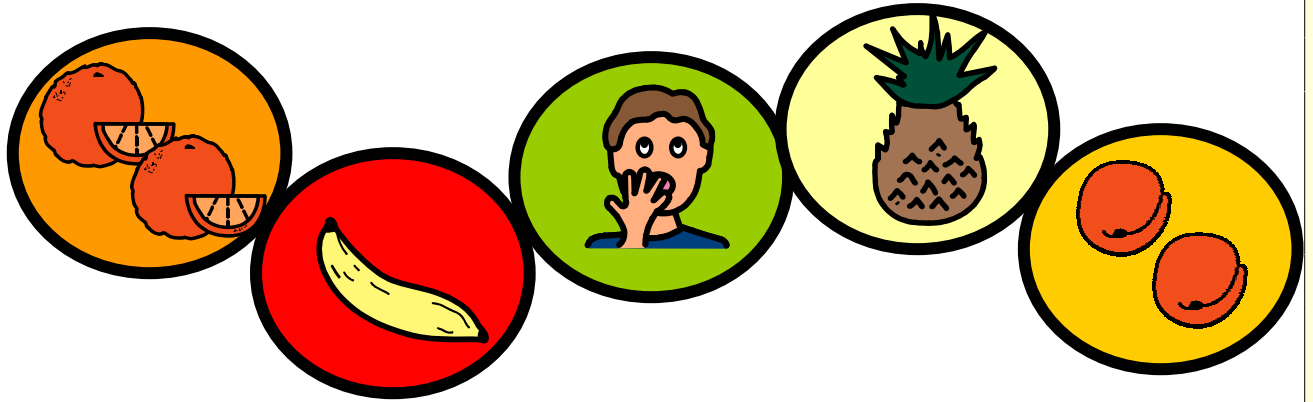


Handa's Data Handling Game



You will need: 1 Game Board (A3), A Fruit Collecting Board for each player, a set of fruit cards for each player, dice or spinner, coloured counter, a supporting worksheet for follow up work (optional).

Instructions: Players move around the board collecting fruit to put on their collecting boards as they go.



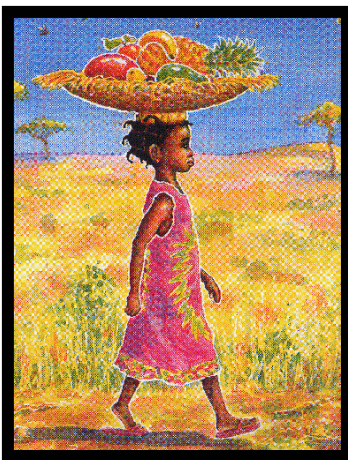
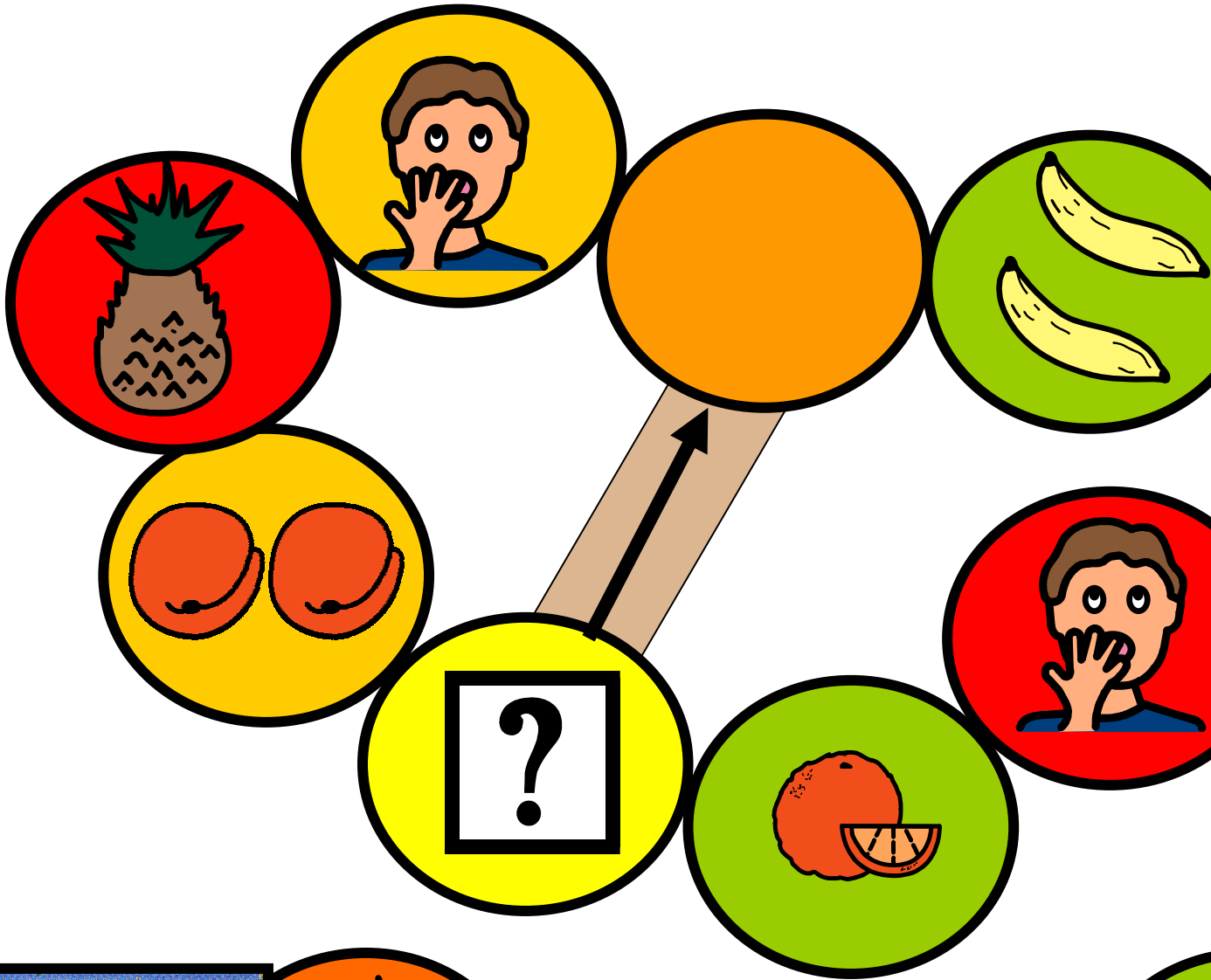
Players will lose all their fruit if they land on a space like this.



Landing on a space like this means players must make a choice. Do they take the short cut (they would then collect less fruit) or go the long way round? Players should make their own choices.

Winner is the player with the most fruit collected in total.

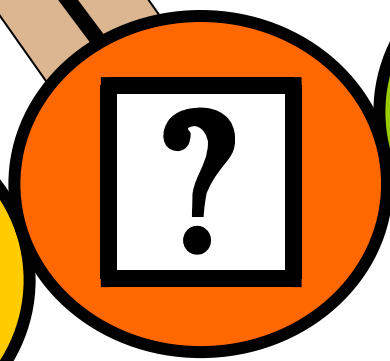
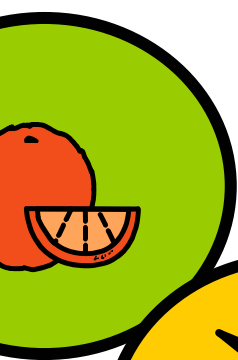
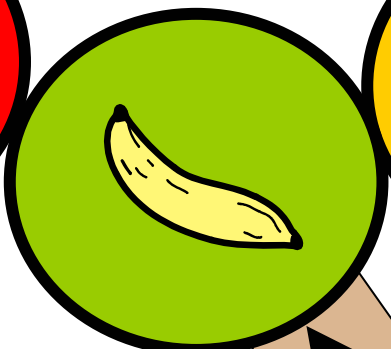
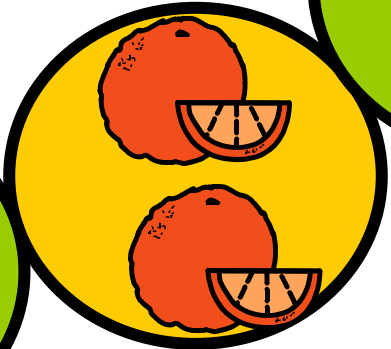
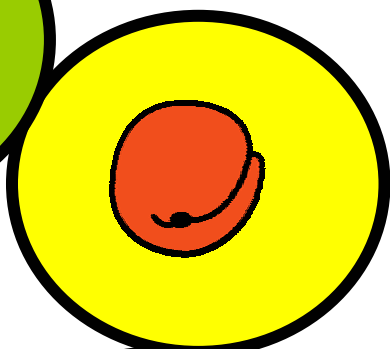
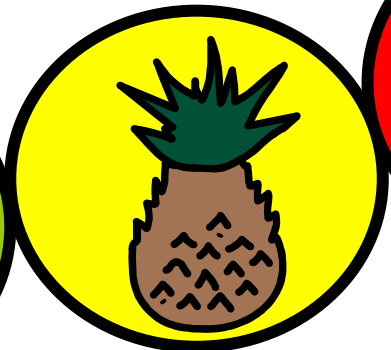
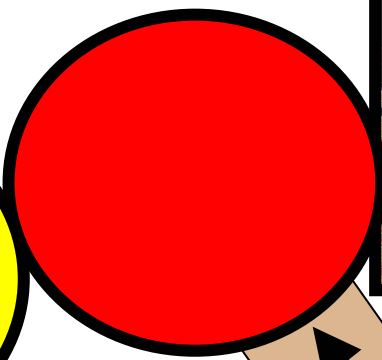
Handa's Data Handli



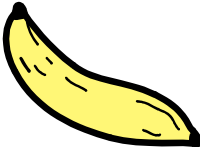

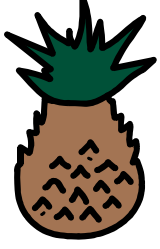

Start

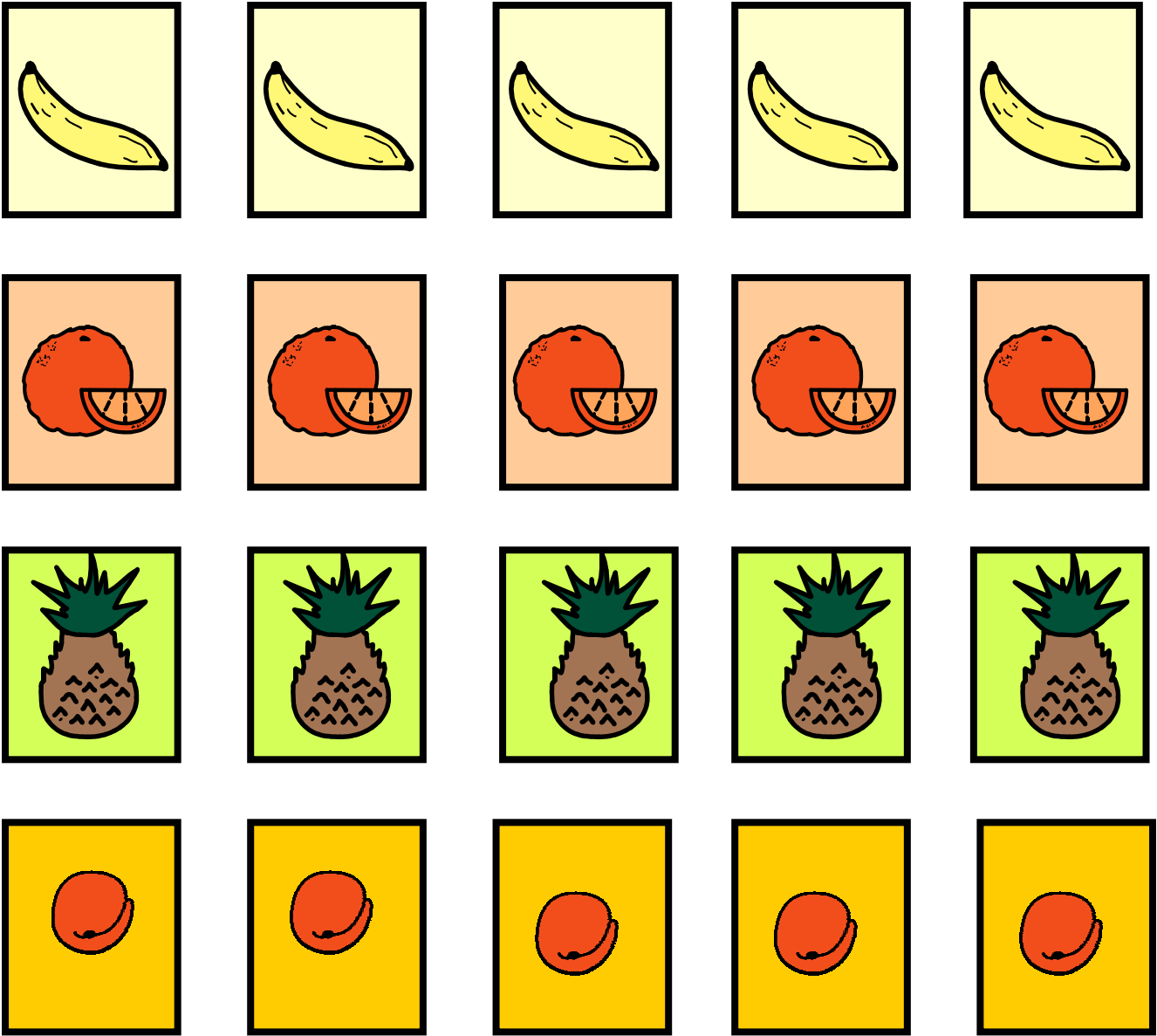
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ing Game



Fruit Collecting Board

| | | | | |
|---|---|---|--|---|
| 5 | | | | |
| 4 | | | | |
| 3 | | | | |
| 2 | | | | |
| 1 | | | | |
| 0 |  |  |  |  |

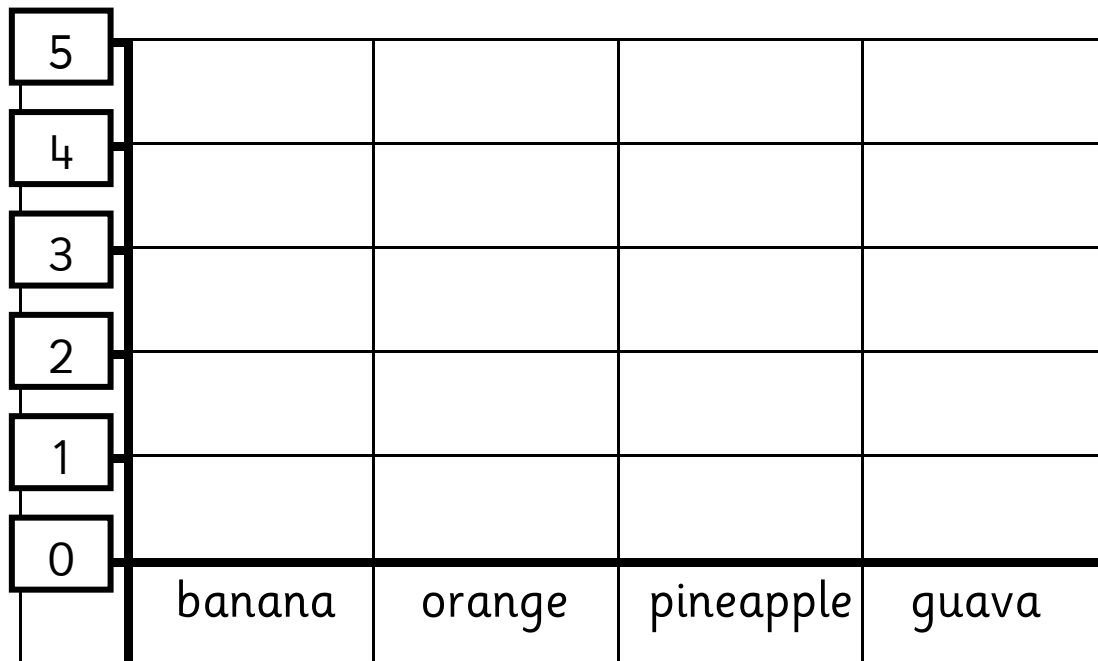


Print off a set of fruit for each player

Name _____ Date _____

Handa's Data Handling

Fill in the graph to show the fruit you collected during the game



1. Which player collected the most.....

a) Bananas? _____ b) Pineapples? _____

2. Which player collected the least.....

a) Oranges? _____ b) Guavas? _____

3. Which player collected.....

a) The most fruit? _____

b) The least fruit? _____

