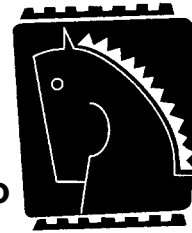














Carrera de caballos



tablero del juego

1								1
2								2
3								3
4								4
5								5
6								6
7								7
8								8
9								9
10								10
11								11
12								12

Echar a cara o cruz.

1. Predice cuántas caras y cruces tendrás si echas un penny al aire 20 veces.

Predicción:

— — — —
caras

— — — —
cruces

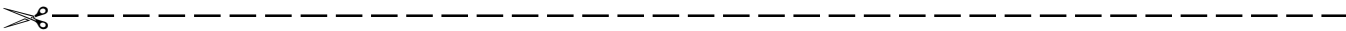
2. Echa un penny al aire 20 veces y registra tus resultados en la siguiente gráfica:

Caras																			
Cruces																			

3. Añade tus resultados a la gráfica de la clase

RESULTADOS

()	()
CARAS	CRUCES



Echar a cara o cruz.

1. Predice cuántas caras y cruces tendrás si echas un penny al aire 20 veces.

Predicción:

— — — —
caras

— — — —
cruces

2. Echa un penny al aire 20 veces y registra tus resultados en la siguiente gráfica:

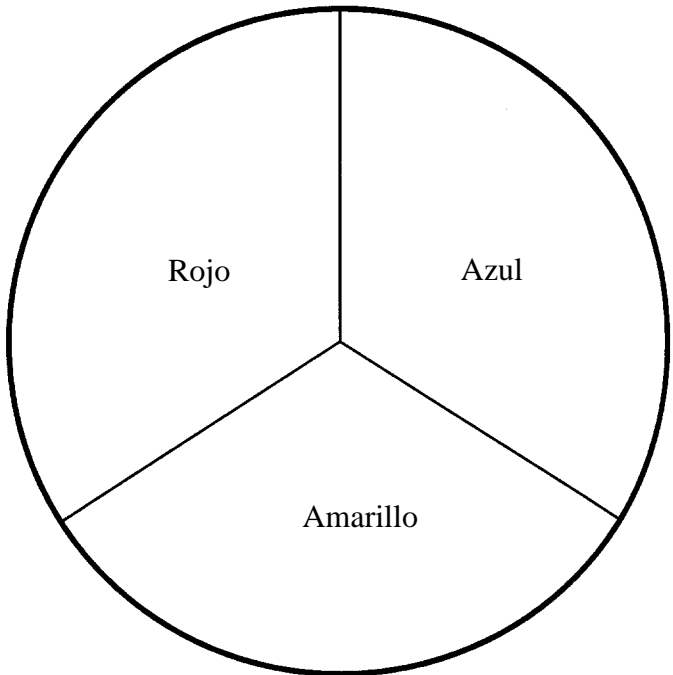
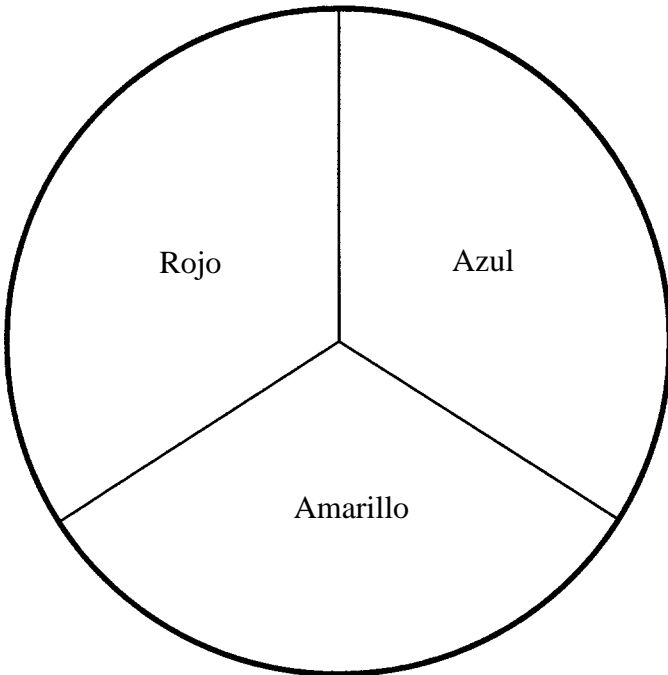
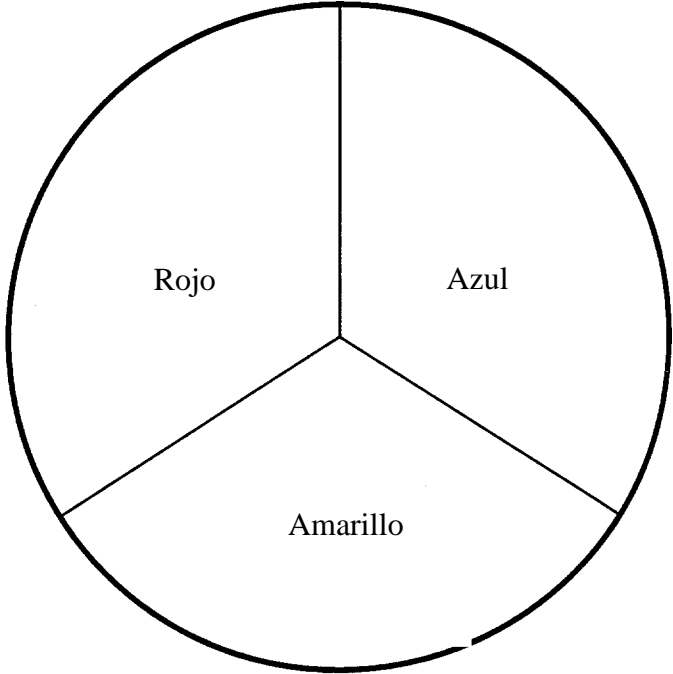
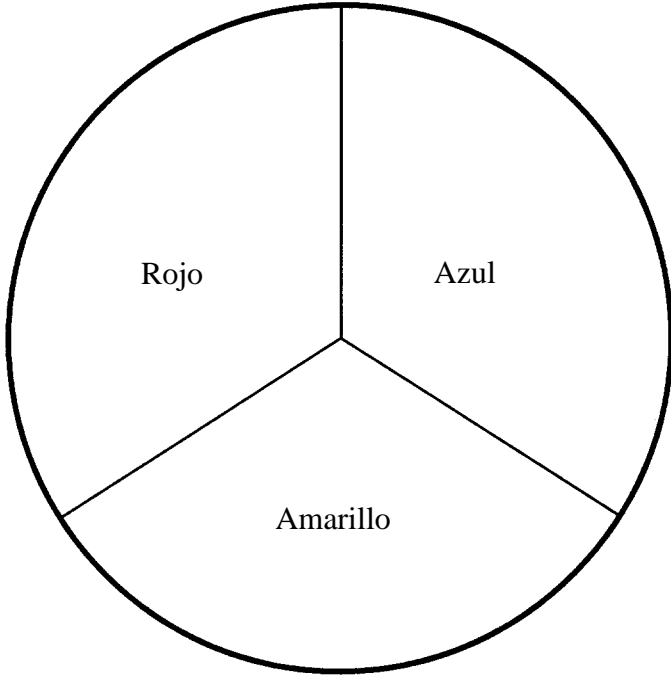
Caras																			
Cruces																			

3. Añade tus resultados a la gráfica de la clase

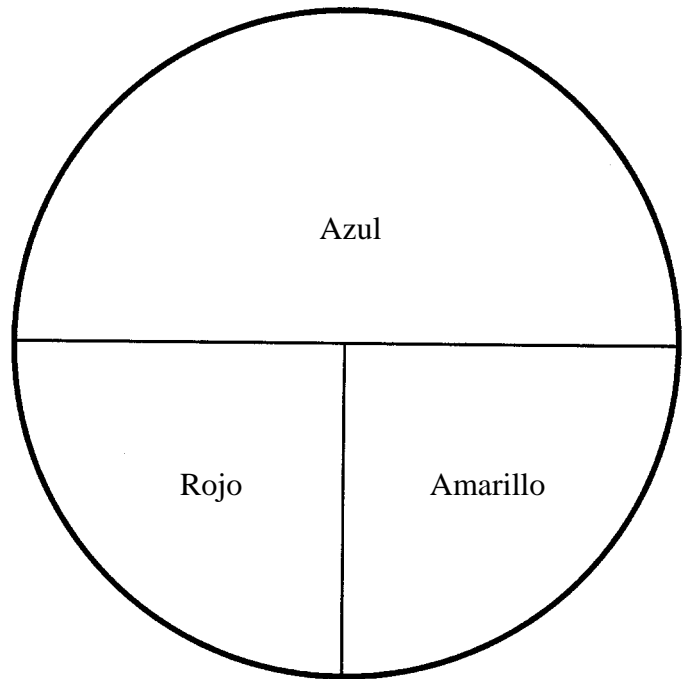
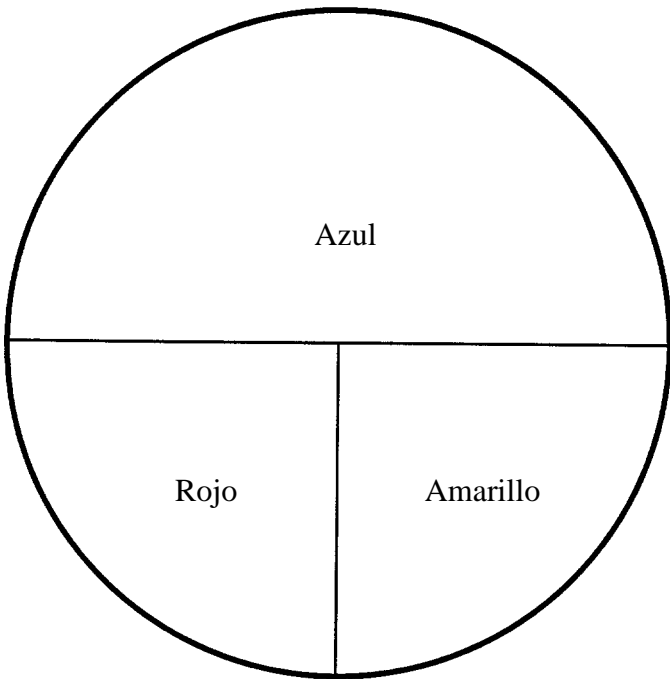
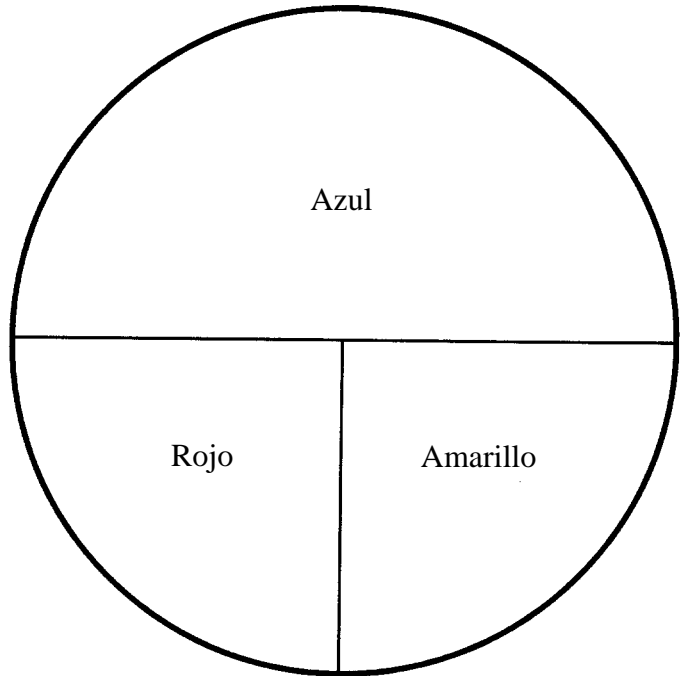
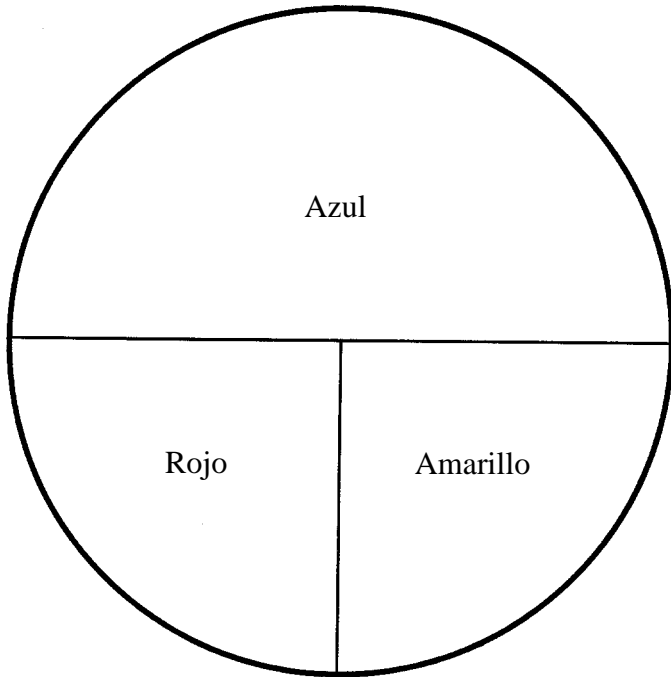
RESULTADOS

()	()
CARAS	CRUCES

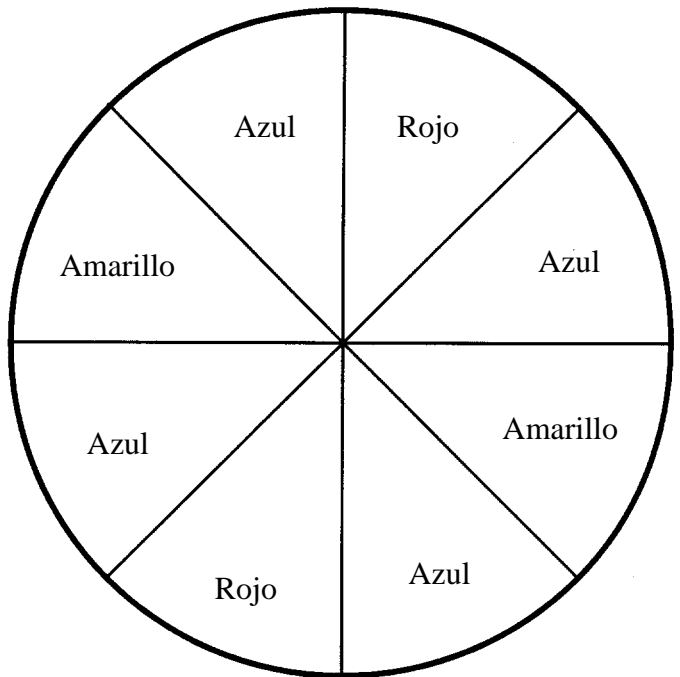
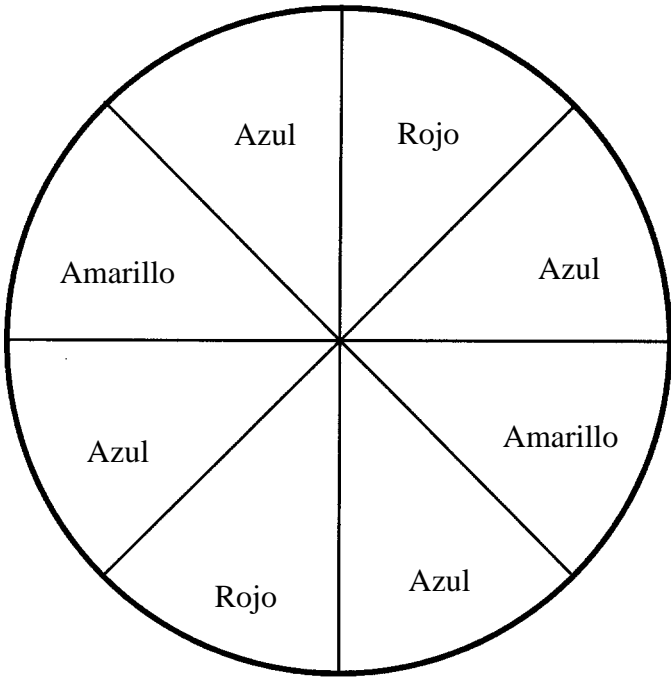
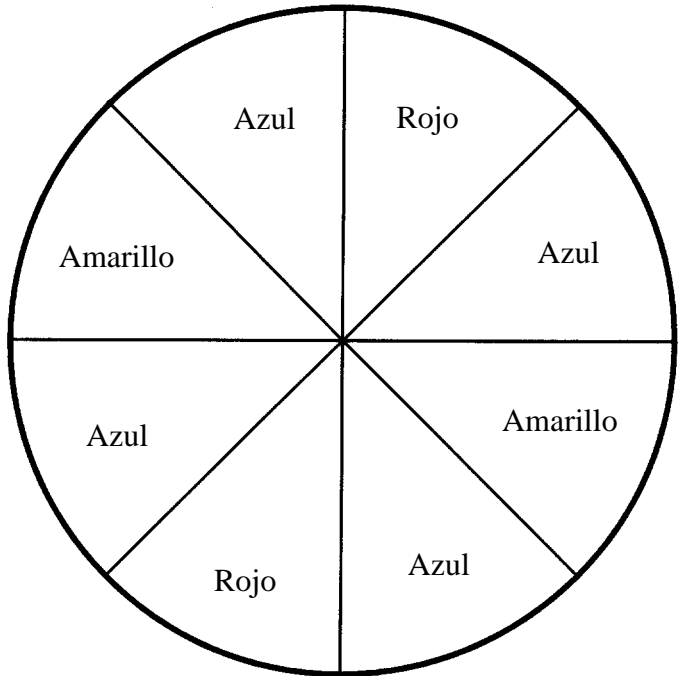
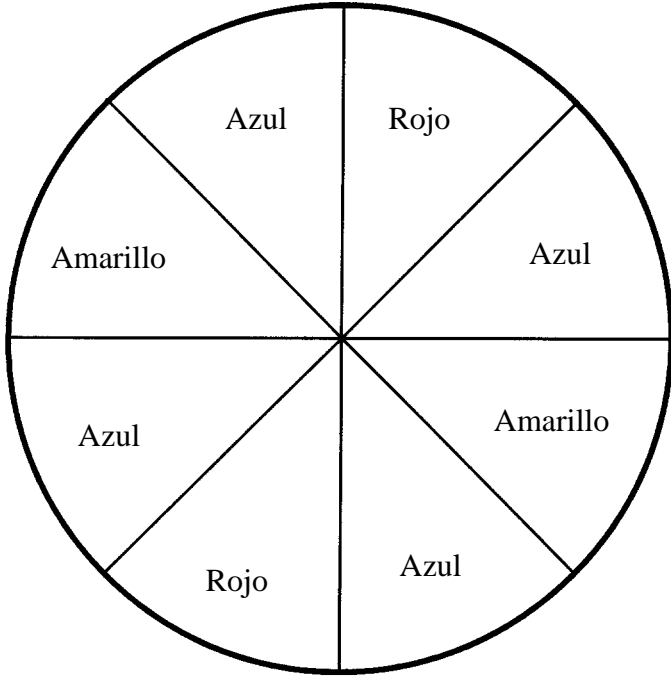
aguja giratoria 1



aguja giratoria 2



aguja giratoria 3





Encuentro de atletismo.

La línea de meta.

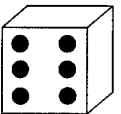
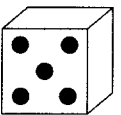
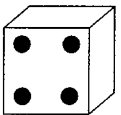
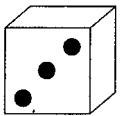
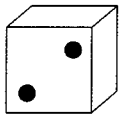
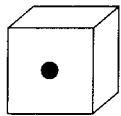
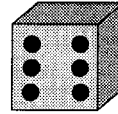
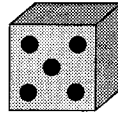
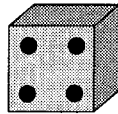
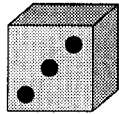
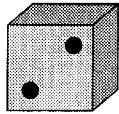
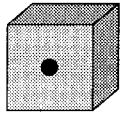
La línea del comienzo.

AMARILLO

AZUL

ROJO

Anota los resultados.



Diseños tradicionales de California.

Juego de palitos Nativo-Americanos.

