

Game of Risk - Probability Worksheet

Name: _____

Date: _____

Instructions:

You'll simulate a game where each turn involves rolling a standard six-sided die (D6).

- Rolling a 1 ends your turn immediately (you lose your progress).
- Rolling 2-6 allows you to move forward 1 space.

Decide whether to roll again or keep your progress after each successful move.

Play 50 turns and track your results.

Use <https://FreeOnlineDiceRoller.com> to simulate your turns.

Turn	Rolls	Moves	Comments (e.g., 'Busted on 4th roll')
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Discussion:

- What strategy gave you the most moves?

- When did you choose to stop? Why?
- What is the expected value of one roll?
- How does this exercise relate to risk-taking in real life?

Created by FreeOnlineDiceRoller.com