

Task: Play Klass Kasino



The following activity is designed to simulate the way that many games of chance are set up. You don't have to play.

The goal of any lottery, casino, or other gambling game is to have some winners and a *lot* of losers. While the games are designed to entertain, their main goal is to make money. Lots of it.

In this game, each student who wishes to participate has a calculator and enters the number 100. This represents the maximum number of points each student has to wager.

- You have 100 points to wager. Enter 100 in a calculator.
- For each round, you choose how many points you wish to wager.
- In this game, your teacher will cut a deck of cards to reveal 1 card.
- You can play 1 of 4 games on each cut of the cards. The games are:
 - Pick the Colour
 - Pick the Suit
 - Pick the Value
 - Pick the Card
- Each game has a different set of point values.
 - Pick the Colour: If you correctly pick the colour of the card showing, you win **1 point** for each point wagered. Add your winnings to the total on your calculator.
 - Pick the Suit: If you correctly pick the suit of the card, you win **2 points** for each point wagered. Add your winnings to the total on your calculator.
 - Pick the Value: If you correctly pick the value of the card, you win **8 points** for each point wagered. Add your winnings to the total on your calculator.
 - Pick the Card: If you correctly pick the exact card showing, you win **20 points** for each point wagered. Add your winnings to the total on your calculator.
- If you lose a game, **deduct the number of points wagered** from the total on your calculator.