

“The Game of Pig” Teacher Guide

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Figure 1 shows an Excel spreadsheet that combines the theoretical and empirical results for the activities suggested for students of probability and statistics as well as computer science. The graph shows two plots. One of these is column C versus column A—blue dots, theoretical. The other is column F versus column A—red dots, empirical.



Figure 1

Figure 2 shows the formulas used. Column B applies the theoretical formula

$$\left(\frac{5}{6}\right)^{n-1} \cdot \frac{1}{6} \text{ (Formula 1),}$$

and column C applies the theoretical formula

$$\sum_{k=0}^{n-1} \left(\frac{5}{6}\right)^k \left(\frac{1}{6}\right) \text{ (Formula 2).}$$

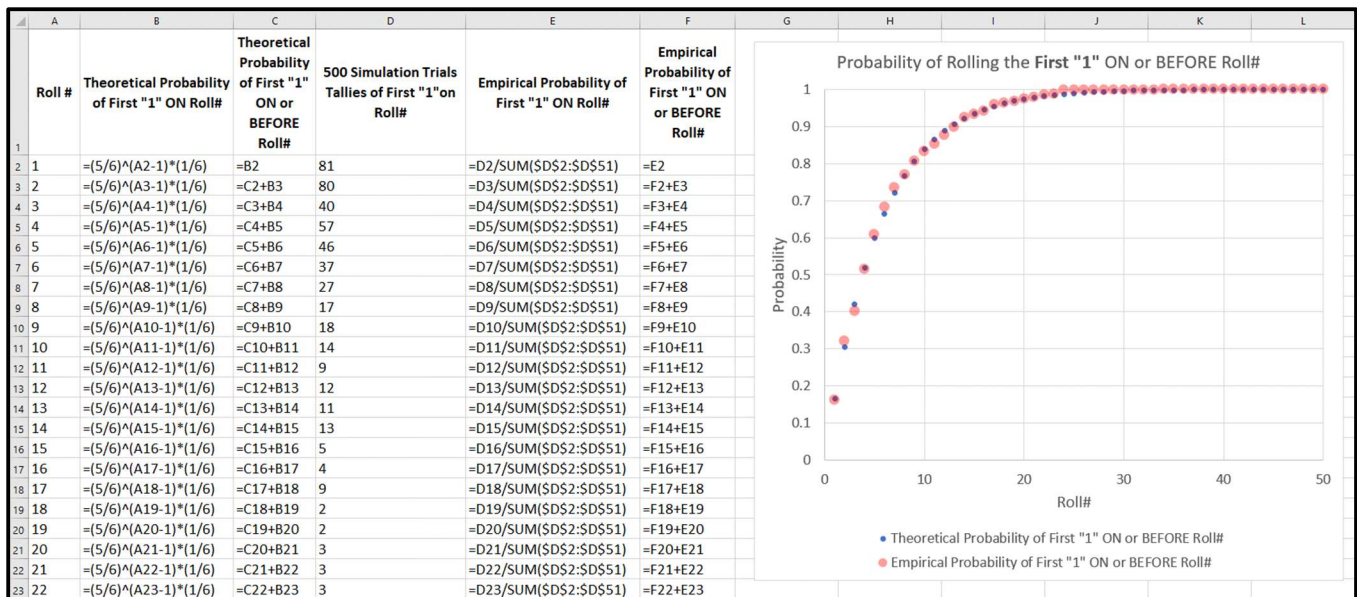


Figure 2

Note that the Excel .xlsx file described above accompanies this lesson as a download. There is also an accompanying solution to the computer science programming exercise called *Computer Science Exercise.ozocode*.

Answers to Questions

1. What is the probability of rolling a 1 on roll 1? [$1/6 \approx 0.167$]
2. What is the probability of rolling a 1 on or before roll 2? [≈ 0.306]
3. What is the probability of rolling a 1 on or before roll 3? [≈ 0.421]
4. On what roll number is this probability approximately 0.5? [roll #4]
5. On what roll number does this probability just exceed 0.8? [roll #9]
6. On what roll number does this probability just exceed 0.9? [roll #13]
7. On what roll number does this probability just exceed 0.95? [roll #17]
8. On what roll number does this probability just exceed 0.99? [roll #26]