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**Deborah E. Seacrest\*** ([debbie.seacrest@gmail.com](mailto:debbie.seacrest@gmail.com)), 118 Henzlik Hall, University of Nebraska-Lincoln, Lincoln, NE 68588-0355. *What Can Students Learn from the Dice Game Hog?* Preliminary report.

In the game of Hog, two or more players take turns rolling dice. They may use as many dice as they wish, but if any of the dice show a one, the player's score for the round is zero. Otherwise, the score is the sum of the numbers on the dice. Typically, play continues until a player reaches 100 points.

I used this game with two groups of fourth through sixth grade students. One group was paying to participate in a summer program and the other was a free program for abused and neglected children. I observed the students' strategies and reactions to the game and noted significant differences between the two groups. The students all appeared to learn from the game, but they focused on and learned different topics due to differences in their prior knowledge and experiences. Some children focused on probability and how to maximize one's score, demonstrating some interesting ideas and misconceptions. Others spent their time finding better strategies for adding more than two numbers. Because students learned a variety of skills, this game may be particularly appropriate for an academically diverse classroom. (Received September 21, 2010)