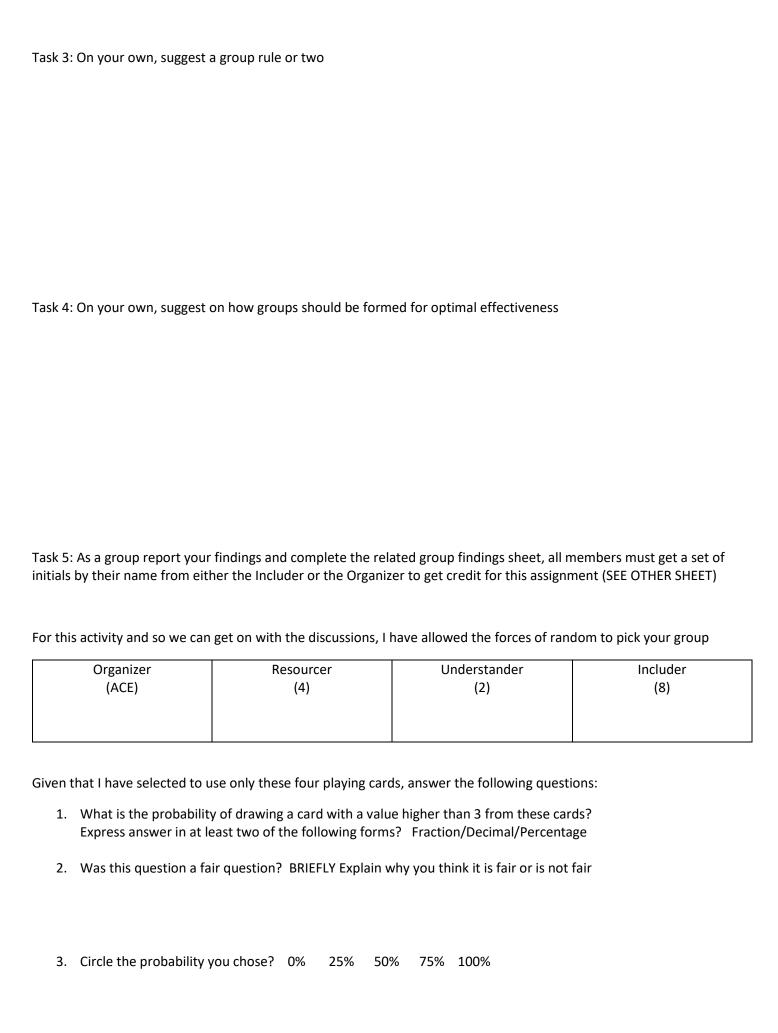
Name	_Self Reflection on G	iroup Work	Circle One	Pre-Calculus AP Calculus Algebra 2 List Hour
How many questions have I asked you? How p	pieces of data	have I ask	ed of yo	u already?
How many of those questions or pieces of dat	a did you answ	er/supply	·?	<u> </u>
If you did not answer all the questions or give about?	me all the data	a I asked f	or, then	ask me or a classmate what I am talking
In less than twenty words, give a reason for or	against answe	ering those	e questi	ons
I should answer these questions because		I should	not have	e to answer these questions because
Mathematics is a lot about paying attention to	and being aw	are of littl	e details	s that many impact a scenario later.
Not following directions will be a problem in t	his class, if you	need clar	ification	, then ask me, or a classmate.
NOW get the dividers up and answer these qu	estions HONES	STLY!		
Task 1: On your own, list things you like about	working in a g	roup		

Task 2: On your own, list things you dislike about working in a group



In less than twenty words, give a reason for or against writing your name and hour at the top of the page on everything							
you turn in to me.							
I should write my name and I because	nour on all my papers	I should NOT write my name and hour on all my papers because					
What is the benefit for you a	nd your teacher?	What is the benefit for you and your teacher?					
Fine Print: It annoys me to try and figure out who has turned in ma	sterials and when I am annoyed for failing to follow basic direction	ns, I typically reduce the awarded points for the transgression/omiss	sion/willful passive aggressiveness!				
Task 1: List things you like ab Responses From Group	out working in a group	Task 2: List things you dislike Responses From Group					
Task 3: Suggested Group Rules Responses From Group		Task 4: Suggestions on how goptimal effectiveness Responses from the Group	groups should be formed for				
Initials of Completion by all mo	embers Group Membership (C	Organizer or Includer must initia	al for each group member)				
Organizer	Resourcer	Understander	Includer				

Group Membership_____ Hour ____

Discuss these roles in your group

To be clear, ALL STUDENTS will participate in a role (or multiple roles) in class on a REGULAR/DAILY basis!

To be clear, ALL STUDENTS will participate in the mathematics problems in class on a REGULAR/DAILY basis!

I will ask groups to discuss with me individually, within their group, & as a member of the group of people with the same roles.

Organizer	Resourcer	Understander	Includer
 Keeps the group together and focused on problem Makes sure no one is talking to people outside of the group 	 Gets missing materials at the beginning of activity This person is the "driver" of technology This person makes sure all members are ready prior to calling for teacher to discuss or review results 	 Makes sures that all ideas are explained so everyone is happy with the explanation If you do not understand, ask the person whoever had the idea if you do, makes sure everyone else does too Make sure the important parts of get written down 	 Makes sure everyone's ideas are listened to Invites other people to make suggestions

Orga	nizer	Resourcer			
(Add your	comments)	(Add your comments)			
Make sure that the	Make sure that the	Make sure that the	Make sure that the		
organizer	organizer DOES NOT	resourcer	resourcer DOES		
			NOT		
Unders	stander	Incl	uder		
	stander comments)		uder comments)		
(Add your	comments)	(Add your	comments)		
		(Add your Make sure that the	comments) Make sure that the includer		
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- Group needs to clearly establish the HOW of rock/paper/scissors will carried out
 - Best of three
- Participants need only play
- NON participant roles
 - o If four people in group, then one person is REFEREE, the other person records the results in the table below
 - o if three people in group, then REFEREE/RECORDER done by same person

Round 1: Organizer versus Includer (if only three people in group, then BYE for this round)

	Organizer		Winner		Includer			
Rock	Paper	Scissors	Organizer	TIE	Includer	Rock	Paper	Scissors
Rock	Paper	Scissors	Organizer	TIE	Includer	Rock	Paper	Scissors
Rock	Paper	Scissors	Organizer	TIE	Includer	Rock	Paper	Scissors
Rock	Paper	Scissors	Organizer	TIE	Includer	Rock	Paper	Scissors
Rock	Paper	Scissors	Organizer	TIE	Includer	Rock	Paper	Scissors
Rock	Paper	Scissors	Organizer	TIE	Includer	Rock	Paper	Scissors
Rock	Paper	Scissors	Organizer	TIE	Includer	Rock	Paper	Scissors
Rock	Paper	Scissors	Organizer	TIE	Includer	Rock	Paper	Scissors
Rock	Paper	Scissors	Organizer	TIE	Includer	Rock	Paper	Scissors
Rock	Paper	Scissors	Organizer	TIE	Includer	Rock	Paper	Scissors

If still tied after 10 attempts, then (REFEREE scrambles cards) draw from the four cards, ACE, 2, 4, and 8 first to draw the ACE is winner.

The person that won the first trial of Rock/Paper/Scissors gets first draw!

_____ Won in _____ Games

Round 2: Resourcer versus Understander

	Resourcer			Winner			Understande	r
Rock	Paper	Scissors	Resourcer	TIE	Understander	Rock	Paper	Scissors
Rock	Paper	Scissors	Resourcer	TIE	Understander	Rock	Paper	Scissors
Rock	Paper	Scissors	Resourcer	TIE	Understander	Rock	Paper	Scissors
Rock	Paper	Scissors	Resourcer	TIE	Understander	Rock	Paper	Scissors
Rock	Paper	Scissors	Resourcer	TIE	Understander	Rock	Paper	Scissors
Rock	Paper	Scissors	Resourcer	TIE	Understander	Rock	Paper	Scissors
Rock	Paper	Scissors	Resourcer	TIE	Understander	Rock	Paper	Scissors
Rock	Paper	Scissors	Resourcer	TIE	Understander	Rock	Paper	Scissors
Rock	Paper	Scissors	Resourcer	TIE	Understander	Rock	Paper	Scissors
Rock	Paper	Scissors	Resourcer	TIE	Understander	Rock	Paper	Scissors

If still tied after 10 attempts, then draw from the four cards, ACE, 2, 4, and 8 first to draw the ACE is winner.

The person that won the first trial of Rock/Paper/Scissors gets first draw!

Won in	Camac
WOITIII	Games

Round 3: Two Winners battle

			Winner			
Rock	Paper	Scissors	TIE	Rock	Paper	Scissors
Rock	Paper	Scissors	TIE	Rock	Paper	Scissors
Rock	Paper	Scissors	TIE	Rock	Paper	Scissors
Rock	Paper	Scissors	TIE	Rock	Paper	Scissors
Rock	Paper	Scissors	TIE	Rock	Paper	Scissors
Rock	Paper	Scissors	TIE	Rock	Paper	Scissors
Rock	Paper	Scissors	TIE	Rock	Paper	Scissors
Rock	Paper	Scissors	TIE	Rock	Paper	Scissors
Rock	Paper	Scissors	TIE	Rock	Paper	Scissors
Rock	Paper	Scissors	TIE	Rock	Paper	Scissor

If still tied after 10 attempts, then draw from the four cards, ACE, 2, 4, and 8 first to draw the ACE is winner.
The person that won the first trial of Rock/Paper/Scissors gets first draw!
Won in Games Congratulations you are your tables champion!
All table champions are entered into EVEN/ODD playoffs (we will do this another day)
Math of the activity

- 1. As a group, attempt to determine the probability of winning one trial of ROCK/PAPER/SCISSORS
- 2. Your grade on this activity will be based on the quality and clarity of your support for your answer and not necessarily the accuracy of the answer!
 - a. Hint: A picture/diagram or a list of the sample space may help
 - b. If you want to use abbreviations: R = Rock P = Paper S = Scissors W = Win L = Lose D = Draw
- 3. Is Rock/Paper/Scissors a fair game? Explain your answer