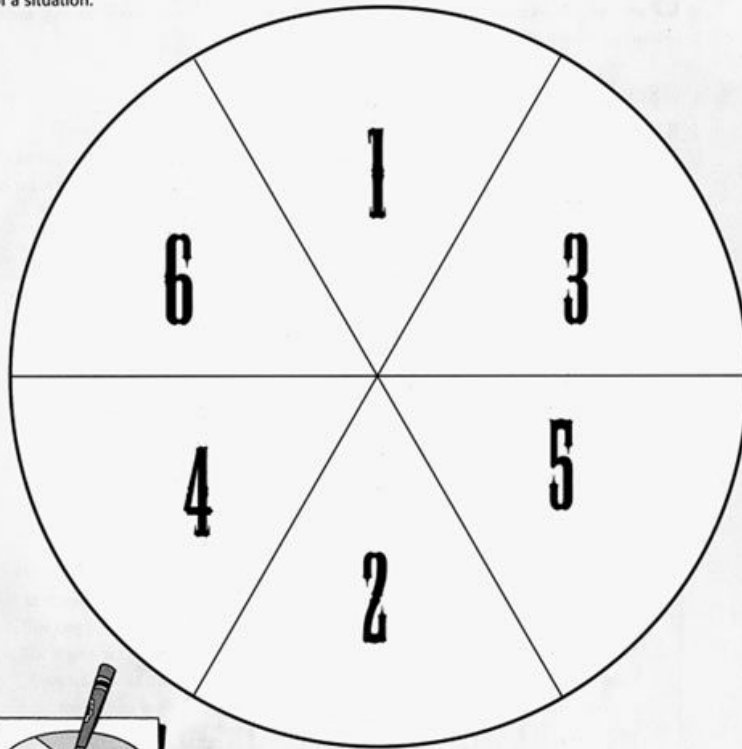


SIMULATION SPINNER

DIRECTIONS:

Use this spinner (or a number cube) at various points during the simulation to determine the outcome of a situation.

**Using the Spinner**

To make a pointer, place one end of a paper clip over the center of the spinner. Place the tip of a pencil on the center and spin the paper clip around the pencil point.