

Estim-8

Goal: Who can guess (estimate) the closest amount of an object needed to fill a specific sized container. Players earn chips based on the accuracy of their estimations.

Materials:

- 12 different sized containers numbered 1 through 12 on the bottom
- Multiple materials of different sizes and shapes to estimate (12 different ones)
- grid numbered 1-12 to place material chits on
- 2 dice
- win chips (25 each of four colours: one colour for every player)
- counting trays

How to play

Set up: Randomly place the material chits (indicating the different materials that could be measured) on the Materials Grid in the spots from 1-12. These will stay the same for the entire game. Set up the containers for all to see (they are numbered from 1-12 on the bottom). Players also must decide what colour of chip they will each choose to track their points.

Record the name of all players across the top of the Estim-8 Score Sheet. The sheet will be used to track players' estimates, actual, and chips received.

Decide in advance what will signify the TOP of each container: will materials have to be under the rim, or can they stick out above it? Ensure all players understand what a "full container" for that round of play means.

1. Player One rolls the dice to identify first the size of container to be used. Select the appropriate container.
2. The Player then rolls the dice again and refers to the Materials Grid to find which material he/she will use to fill the container.

3. The Player must look at the material for the number rolled, and without taking it out of its original bag, ESTIMATE how many or how much of that material will be needed to fill the container chosen to the top.

The player's estimate is recorded on the Estim-8 Score Sheet.

4. The player then fills the container (to the top, no overflow) and sets the bag aside. He/she then uses the counting tray to determine the actual amount used to fill the container.

5. The player compares the actual amount to his/her ESTIMATE and then collects the appropriate number of win chips based on the following scale:

Estimate is:	Player collects:
20+ above or below the actual count	one chip
10-19 above or below actual count	two chips
1-9 above or below actual count	three chips
exactly the same	five chips

The actual total of the material and the number of chips the player earned is then recorded on the Estim-8 Score Sheet.

6. Play then moves to Player Two, who rolls the first die to select a container, and then again to select material to estimate.

Scoring

Every player collects a different colour of chips for scoring. The first player to reach 20 chips wins the game, or, the player with the most chips at the end of eight rounds wins the game.

*Note that some materials might be so large that they won't properly fit in a container, which is part of the game!

Container Numbers:

1 = gift card holder
3 = white milk bottle

2 = sundae/ice cream cup
4 = clear plastic pill bottle

5 = snap lid storage container
7 = purple bubble bottle
9 = 30 ml medicine cup
11 = 3D clay container

6 = green tea tin
8 = paint pot with green lid
10 = Elizabethan tea tin
12 = oregano bottle