According to Zimmerman/Pozzi:

(1 pt) What does the loser end up drawing in a game of Thunderstorm?

(1 pt) What are the chances of rolling an 11 on 2 six-sided dice?

(1 pt) What children’s quasi-game is used by Kenneth Goldstein as an example of “strategizing chance”?

According to Garfield, Elias, and Gutschera:

(1 pt) What’s something that sports and European boardgames tend to have in common?

(2 pts) Label the x- and y-axis and explain what this graph is supposed to illustrate.

(1 pt) What is the relationship between catch-up and state heuristics?