

# Let's Make A Deal!

- Contestants in the game are given a choice of three 'presents' numbered 1, 2, and 3
- Behind one of the doors is a GRAND prize, behind one door is a small prize, and behind the third door is a "ZONK."
- The Contestant chooses one door. Then, Monty Hall (who knows which door contains the GRAND prize) opens up one of the two doors which does not have the GRAND prize behind it.
- The Contestant then has the choice, "Do you want to stay with the original choice, or would you like to switch to the other remaining door?"
- Should the Contestant stay with the original choice, switch doors, or does it matter? Why? Work with those in your group to determine the best action to take and represent your thinking on chart paper to share with the group.