Skunk

Game Sheet

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The Game of Skunk

Skunk Information

I first discovered the game of “Skunk” in the April 1994 issue of Mathematics Teaching in the Middle School, Vol. 1 No. 1, pages 28-33. Dan Brutlag is the author of the article and creator of the game. Skunk is my favorite math game and my students have always shared my enthusiasm for this game.

Skunk can be played in small groups or large, but I have always played it with the whole class.

Rules for Skunk

There are 5 rounds in the game. One round corresponds with each letter of the word SKUNK. Students start the game standing up. The teacher rolls two number cubes or dice. The students have a choice before each roll whether to remain standing or whether to sit down.

If they are standing when a roll is made that does not contain a “1” in it, they get to record those points on their score sheet under the correct column for each round. If they decide to sit down at any time during the round they simply total up their points from that round and wait for the round to be completed.

If they are ever standing when a “1” is rolled they lose ALL of their points for that round. If they are ever standing when double 1’s (snake eyes) are rolled then they lose ALL of their points from ALL ROUNDS THAT HAVE BEEN PLAYED TO THAT POINT.

Once students sit down they cannot get up again until the next round. Each round ends when a “1” is rolled or when all students sit down. The object of the game is to get the highest score possible through the five rounds of Skunk. When the last round is over students should total their scores for all five rounds to determine their final score.

Skunk Notes from My Experience

1. The students enjoy the tension of making a decision (before each roll) that may or may not be right.
2. I have a student keep track of the individual rolls under each column on the front board.
3. I also have students monitor the person next to them to avoid arguments about scoring.
4. When I roll a “1” as the first roll of a round I roll again. This is a variation of the original rules.
5. I have students raise their hands quietly to report their final score once the game is complete. (No shouting it out.)
6. I usually choose to give some small prize to the top 3 scorers in the class, but you may also decide to have students keep track of their scores from each game and try to improve on their previous scores (and to develop new game strategies) if you prefer not to have winners and “losers”.

Detailed Article on the Game of Skunk

For more detailed information on the game of Skunk see the link on our website under Math Games.
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Skunk Recording Sheet

S K U N K

S K U N K

S K U N K

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