The Monty Hall Problem

6-80. **Directions:** Simulate the "Pick-A-Door" game with a partner. Carefully record your data below. Record at least 10 results that occurred when the contestant switched his or her door and at least 10 results that occurred when the contestant did not switch. Space is provided here for extra data, however. Gather as much as you can.

Contestant Switched Doors			Contestant Did Not Switch Doors	
Game Number	**Win or Lose?**		**Game Number**	**Win or Lose?**
1			1	
2			2	
3			3	
4			4	
5			5	
6			6	
7			7	
8			8	
9			9	
10			10	
11			11	
12			12	
13			13	
14			14	
15			15	
16			16	
17			17	
18			18	
19			19	
20			20	

Percentage wins: _____   Percentage wins: _____

Percentage losses: _____   Percentage losses: _____