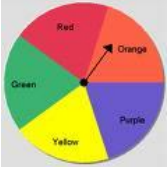
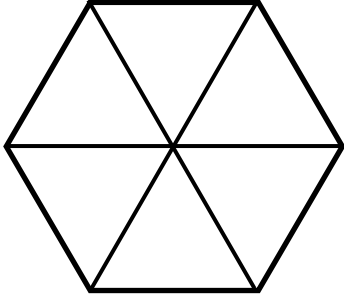


Get Spinning

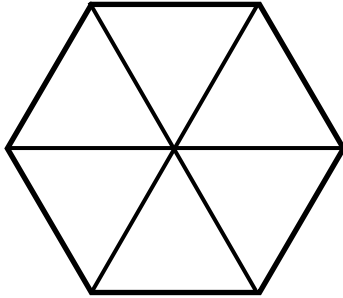


Colour each spinner so that the outcome of a spin is:

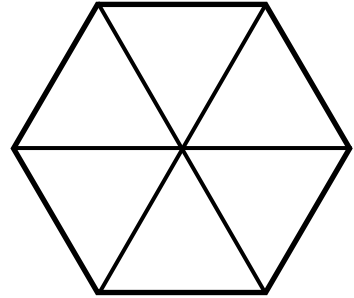
likely to point to green



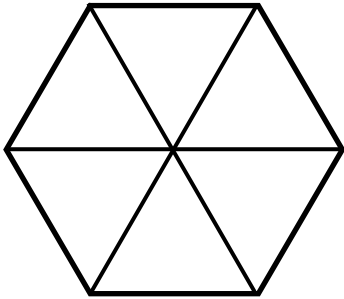
certain to point to blue



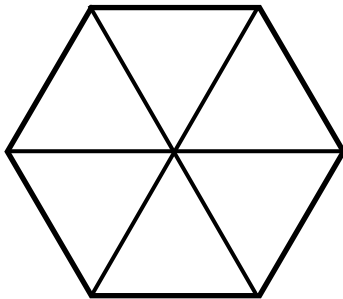
very unlikely to point to yellow



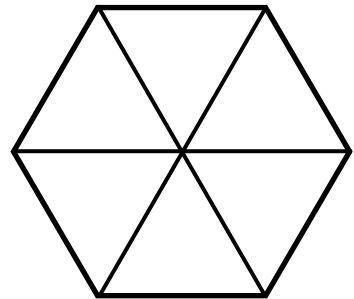
has a good chance of pointing to black



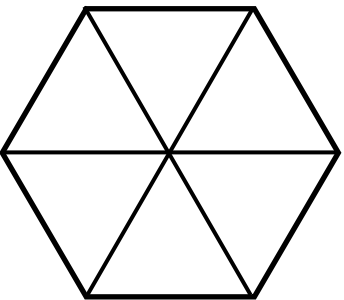
has no chance of pointing to red



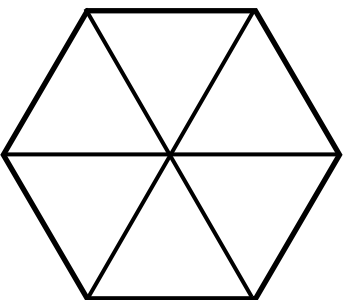
very likely to point to grey



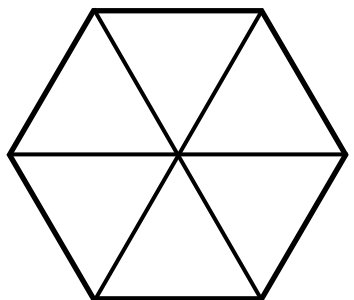
unlikely to point to purple



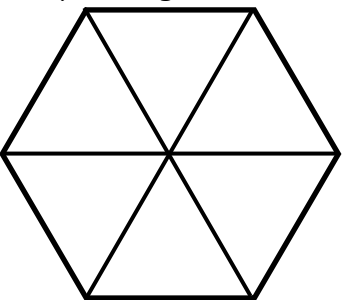
impossible to point to green



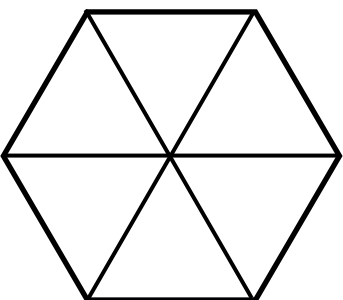
just as likely to point to yellow as black



has a poor chance of pointing to red



will definitely point to brown



not likely to point to blue

