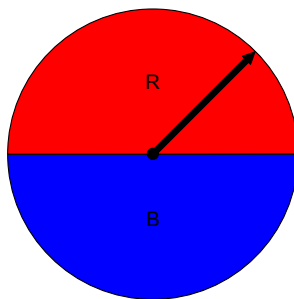# Problem of the Week
Problem A
Spinner

A spinner is a math tool that can be used to demonstrate the probability of a particular outcome. For example if you design a spinner that has a background divided into two equal parts: red and blue, there is a 50% probability of landing on red and a 50% probability of landing on blue.

Design a spinner to match the following requirements:

1) The probability of landing on **blue** is greater than landing on **red**.

2) The probability of landing on **yellow** is the same as landing on **blue**.

3) You are more likely to land on **green** than any other colour.

Is it possible to create a different spinner using the same clues?
If it is possible design another spinner.

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