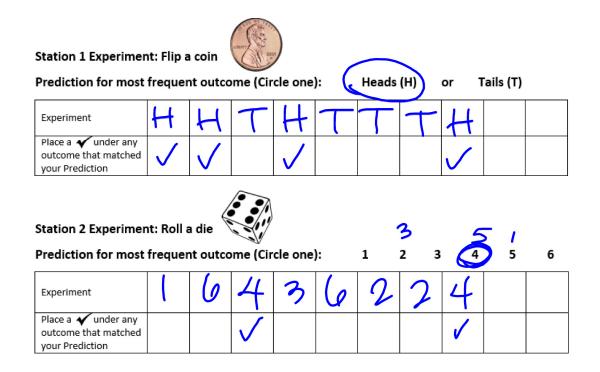
Probabilities Stations

You will be evaluating games of chance to help you understand probability.

For each game, make a prediction AS A CLASS for what outcome will occur the most frequently. Perform the experiment 10 times. Record the actual outcomes on the first row labeled "Experiment." After conducting the experiment 10 times, place a checkmark under any outcomes that matched your prediction.

Before you begin, we will decide as a class our predictions for most frequent outcomes...



Station 3 Experiment: Pick a Card Shuffle the deck of 52 cards, draw a card, record the suit, replace before repeating. Prediction for most frequent outcome (Circle one): Place a under any your Prediction Station 4 Experiment: Pick a Chip From a bag that contains 3 Yellow chips & 2 Red chips, draw a chip, record the color, and replace it before Prediction for most frequent outcome (Circle one): Red Yellow Experiment Place a 🗸 under any outcome that matched your Prediction Station 5 Experiment: Pick a Chip From a bag that contains <u>1 Yellow chips</u> & <u>4 Red chips</u>, draw a chip, record the color, and replace it before Prediction for most frequent outcome (Circle one): Red Yellow Experiment Place a 🗸 under any outcome that matched your Prediction

Let's fill in the first 2 columns of the table below

Theoretical probability is what we expect to happen, whereas **Experimental probability** is what actually happens when we try it out. Find the Theoretical Probability and write as a fraction and percentage in the table below. Using your results from your Stations, write the Experimental Probability as a fraction and as a percentage.

Experiment	Favorable Outcome	# of Favorable Outcomes Total Possible Outcomes		Experimental Probability	
	Decided as a			# of Actual Favorable Outcomes	
	Class			Total Possible Outcomes	
Flip a Coin	H	1/2	.5		
Roll a Die	4	-49	.16		
Draw a Card	$\mathcal{D} \diamondsuit$	<u>w</u>][3	.25		
Draw a Chip (Station 4)	Y	η_{ω}	.6		
Draw a Chip (Station 5)	R	4/6	8.		

Your turn!

Complete each station, then report your findings to me.

After you finish, complete the table and the questions on the last page.

Class Results...

Experiment	Favorable Outcome Decided as a Class	# of Favorable Outcomes Total Possible Outcomes		# of Actual Favorable Outcomes Total Possible Outcomes	
Roll a Die	4	76	.16	3/120	.26
Draw a Card	$\mathcal{D} \diamondsuit$	(3)	.25	30	.25
Draw a Chip (Station 4)	\checkmark	7/2/	.6	74	.62
Draw a Chip (Station 5)	R	4/4	8.	83	.69

- 2. Observe the Classroom Results Provided by your teacher. Are the Experimental Probabilities the same or different from your results in your table? Why or why not?
- 3. What do you think will happen to our Experimental Probabilities as we perform more and more experiments?

Practice - Find the Probabilities of the following situations:

- 4. A standard die is thrown. What is the probability of landing an even number?
- 5. A standard die is thrown. What is the probability of landing a number greater than 2?
- 6. A card is chosen at random from a deck of 52 playing cards.
 - a) What is the probability the card chosen is a Queen of Spades?
 - b) What is the probability the card chosen is Red?
 - c) What is the probability the card is a Face card? (Jack, Queen, King, or Ace)

7. One of these names is to be drawn from a hat.

