## A SAMPLE SPACES

## A.1 FINDING THE SAMPLE SPACES

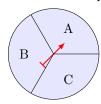
MCQ 1: A fair six-sided die is rolled once.



Find the sample space.

- $\Box$  {1, 2, 3, 4, 5}
- $\square$  {1, 2, 3, 4, 5, 6, 7}
- $\square$  {1, 2, 3, 4, 5, 6}

MCQ 2: You spin the arrow on the spinner below.

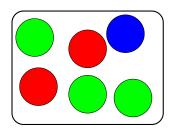


Find the sample space.

- $\square \{A, B, C\}$
- $\square \{A, B\}$
- $\square \{A,C\}$

MCQ 3: A ball is chosen randomly from a bag containing 2 red balls, 1 blue ball, and 3 green balls.

Bag



Find the sample space.

- $\square$  {Red, Blue, Green}
- $\square$  {2 Red, 1 Blue, 3 Green}
- $\square$  {Red, Red, Blue, Green, Green, Green}

MCQ 4: A letter is chosen randomly from the word BANANA. Find all possible outcomes for the chosen letter.

- $\square$  {B, N, A}
- $\square$  {B, A, N, A, N, A}
- $\square$  {A, B, N, A, B, N}

MCQ 5: A couple is expecting a baby. What is the sample space for this random experiment?

- $\square$  {boy, girl}
- $\square$  {boy}
- $\square$  {girl}

## **B EVENTS**

#### **B.1 FINDING EVENTS FOR DIE-ROLLING EVENTS**

MCQ 6: If you roll a die, what is the set of outcomes for the event "getting a 3"?

- $\Box \{1,3,5\}$
- $\Box \{2,3,4\}$
- $\Box \{1,2,3\}$
- $\square$  {3}

MCQ 7: If you roll a die, what is the set of outcomes for the event "getting a 5 or 6"?

- $\square \{5,6\}$
- $\Box \{4,5,6\}$
- $\Box \{1,2,3\}$
- $\Box \{3,4,5\}$

MCQ 8: If you roll a die, what is the set of outcomes for the event "getting a number greater than or equal to 4"?

- $\Box \{1,2,3\}$
- $\Box \{4,5,6\}$
- $\Box \{3,4,5\}$
- $\Box$  {2, 3, 4}

MCQ 9: If you roll a die, what is the set of outcomes for the event "even number"?

- $\Box \{1,3,5\}$
- $\Box$  {2,4,6}
- $\square$  {1, 2, 3, 4, 5, 6}
- $\Box$  {2, 3, 4, 5}

## **B.2 FINDING EVENTS IN A CASINO SPINNER**

MCQ 10: If you spin the spinner below, what is the set of outcomes for the event "getting a 2"?



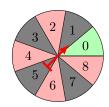
- $\square$  {2}
- $\Box$  {1, 2, 3}
- $\Box$  {2,4,6}
- $\Box \{0,1,2\}$

MCQ 11: If you spin the spinner below, what is the set of outcomes for the event "red"?



- $\Box \{1, 3, 5, 7\}$
- $\square$  {0}
- $\Box \{2,4,6,8\}$
- $\Box \{1,2,3,4\}$

MCQ 12: If you spin the spinner below, what is the set of outcomes for the event "getting an odd number"?



- $\Box \{0,1,3\}$
- $\Box \{2,4,6,8\}$
- $\Box \{1,2,3,4\}$
- $\Box \{1, 3, 5, 7\}$

### C COMPLEMENTARY EVENTS

### **C.1 FINDING THE COMPLEMENTARY EVENTS**

MCQ 13: If you roll a die, what is the set of outcomes for the event "not getting a 6"?

- $\Box$  {2, 3, 4}
- $\Box \{1,2,3,4,5,6\}$
- $\Box \{1,2,3,4,5\}$
- $\Box$  {1, 3, 5}

MCQ 14: If you roll a die, what is the set of outcomes for the event "not getting an odd number"?

- $\Box \{2,4,6\}$
- $\Box$  {1, 2, 3, 4, 5, 6}
- $\Box$  {1, 2, 3}
- $\Box$  {1, 3, 5}

MCQ 15: If you spin the spinner below, what is the set of outcomes for the event "not getting a 4"?



- $\Box \{1,2,3,4\}$
- $\square$  {0, 1, 2, 3, 5, 6, 7, 8}
- $\Box$  {2, 4, 6, 8}
- $\Box \{4,5,6\}$

MCQ 16: If you spin the spinner below, what is the set of outcomes for the event "not getting red"?



- $\square \{0,1,3,5,7\}$
- $\square$  {2, 4, 6, 8}
- $\square$  {1, 2, 3, 4, 5, 6, 7, 8}
- $\square$  {0}

# D USING WORDS TO DESCRIBE PROBABILITY

## D.1 FINDING THE PROBABILITY IN A DRAWING EXPERIMENT

MCQ 17: What is the chance of picking a red candy from a bag with 4 red candies and 4 blue candies?



Choose one answer:

- ☐ Impossible
- ☐ Less Likely
- ☐ Even Chance
- ☐ Most Likely
- □ Certain

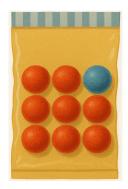
MCQ 18: What is the chance of picking a blue candy from a bag with 4 red candies and 4 blue candies?



#### Choose one answer:

- ☐ Impossible
- ☐ Less Likely
- ☐ Even Chance
- ☐ Most Likely
- ☐ Certain

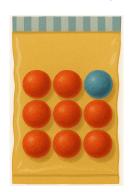
MCQ 19: What is the chance of picking a blue candy from a bag with 9 red candies and 1 blue candy?



## Choose one answer:

- ☐ Impossible
- ☐ Less Likely
- $\square$  Even Chance
- ☐ Most Likely
- □ Certain

MCQ 20: What is the chance of picking a red candy from a bag with 9 red candies and 1 blue candy?



#### Choose one answer:

☐ Impossible

- $\square$  Less Likely
- ☐ Even Chance
- ☐ Most Likely
- ☐ Certain

## D.2 FINDING THE PROBABILITY IN A DICE EXPERIMENT

MCQ 21: What is the chance of getting a 3 when you roll a die?



#### Choose one answer:

- ☐ Impossible
- ☐ Less Likely
- $\square$  Even Chance
- ☐ Most Likely

□ Certain

MCQ 22: What is the chance of **not** getting a 3 when you roll a die?



#### Choose one answer:

- ☐ Impossible
- ☐ Less Likely
- $\square$  Even Chance
- ☐ Most Likely
- $\Box$  Certain

MCQ 23: What is the chance of getting an even number (2, 4, or 6) when you roll a die?



#### Choose one answer:

- □ Impossible
- ☐ Less Likely
- ☐ Even Chance
- ☐ Most Likely
- ☐ Certain

MCQ 24: What is the chance of getting a 7 when you roll a die?



Choose one answer:
$\square$ Impossible
☐ Less Likely
☐ Even Chance
☐ Most Likely
□ Certain
E PROBABILITY
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E.1 DESCRIBING PROBABILITIES WITH WORDS
MCQ 25: The probability of winning a game is $\frac{1}{10}$ . Find the word to describe this probability.
$\square$ Impossible
□ Less Likely
☐ Even Chance
☐ Most Likely
☐ Certain
MCQ 26: The probability of winning a game is $\frac{4}{5}$ . Find th word to describe this probability.
$\square$ Impossible
□ Less Likely
☐ Even Chance
☐ Most Likely
□ Certain
MCQ 27: The probability of winning a game is $\frac{1}{2}$ . Find the word to describe this probability.
$\square$ Impossible
□ Less Likely
☐ Even Chance
☐ Most Likely
□ Certain
MCQ 28: The probability of winning a game is 0. Find th word to describe this probability.
$\square$ Impossible
□ Less Likely
$\square$ Even Chance
☐ Most Likely

MCQ 29: The probability of winning a game is 1. Find the word to describe this probability.
□ Impossible
□ Less Likely
□ Even Chance
□ Most Likely

#### **E.2 MAKING DECISIONS USING PROBABILITIES**

MCQ 30: Louis advises you to play because the probability of winning this game is  $\frac{3}{4}$ . Do you follow his advice?

 $\square$  Yes

□ Certain

□ No

MCQ 31: Louis advises you to play because the probability of winning this game is  $\frac{1}{4}$ . Do you follow his advice?

 $\square$  Yes

 $\square$  No

MCQ 32: The probability of succeeding a penalty is  $\frac{1}{2}$  for Louis and  $\frac{3}{4}$  for Hugo. Which player do you choose to take the penalty?

□ Louis

□ Hugo

MCQ 33: The probability of succeeding a penalty is  $\frac{1}{4}$  for Louis and  $\frac{3}{5}$  for Hugo. Which player do you choose to take the penalty?

☐ Louis

☐ Hugo

## F EQUALLY LIKELY

### F.1 FINDING PROBABILITIES IN A CASINO SPINNER

Ex 34: You spin the casino spinner shown below. Calculate the probability of the event "getting a 2".



$$P("getting a 2") = \boxed{}$$

Ex 35: You spin the casino spinner shown below. Calculate the probability of the event "not getting a 4".

☐ Certain



$$P("not getting a 4") =$$

 $\mathbf{Ex}$  36: You spin the casino spinner shown below. Calculate the probability of the event "red".



Ex 37: You spin the casino spinner shown below. Calculate the probability of the event "getting an odd number".



$$P("getting an odd number") =$$

Ex 38: You spin the casino spinner shown below. Calculate the probability of the event "not getting red".



$$P("not getting red") =$$

## F.2 FINDING PROBABILITIES IN A DICE EXPERIMENT

**Ex 39:** If you roll a die, what is the probability of the event "getting a 3"?

$$P("getting a 3") =$$

Ex 40: If you roll a die, what is the probability of the event "getting a 5 or 6"?

$$P("getting a 5 or 6") =$$

Ex 41: If you roll a die, what is the probability of the event "getting a number greater than or equal to 4"?

$$P("number \ge 4") =$$

Ex 42: If you roll a die, what is the probability of the event "even number"?

$$P("even number") =$$

Ex 43: If you roll a die, what is the probability of the event "not getting a 6"?

$$P("not getting a 6") =$$

**Ex 44:** If you roll a die, what is the probability of the event "not getting an odd number"?

$$P("not getting an odd number") =$$

## **G COMPLEMENT RULE**

#### **G.1 APPLYING THE COMPLEMENT RULE**

**Ex 45:** I toss a fair coin. The probability of getting heads is  $\frac{1}{2}$ . Find the probability of getting tails.

$$P("Getting tails") =$$

Ex 46: A teacher told a joke in class: "Why was the math book sad? Because it had too many problems!" The probability that a student laughs at the joke is 70%.

Find the probability that a student does not laugh at the joke.

$$P("Not laughing") = \%$$

**Ex 47:** I randomly select a student in the class. The probability that a girl is selected is  $\frac{9}{10}$ .

Find the probability that a boy is selected.

$$P("Selecting a boy") =$$

**Ex 48:** The weather forecast predicts that there is a 70% chance of rain tomorrow.

Find the probability that it will not rain tomorrow.

$$P("\text{No rain"}) = \boxed{\%}$$

**Ex 49:** In a loto game, the probability of winning is  $\frac{1}{100}$ . Find the probability of losing.

$$P("Losing") =$$

## H EXPERIMENTAL PROBABILITY

## H.1 CALCULATING EXPERIMENTAL PROBABILITIES IN PERCENTAGE FORM

Ex 50: During a classroom experiment, Ethan flips a coin 50 times and records that it lands on heads 30 times. Calculate the experimental probability that the coin lands on heads, and express the result in percentage form.

 $P("landing on heads") \approx$ 

Ex 51: During a week of basketball practice, Mia made 45 out of 60 free-throw attempts. Estimate the experimental probability that Mia will make her next free-throw attempt, and express the result in percentage form.

 $P(\text{"making the next attempt"}) \approx$ 

Ex 52: During a week, the school cafeteria recorded that out of 150 students, 120 chose a vegetarian meal. Estimate the experimental probability that the next student will choose a vegetarian meal, and express the result in percentage form.

 $P(\text{choosing a vegetarian meal}) \approx$ 

Ex 53: Over the course of a year, it rained on 146 days out of 365 recorded days. Estimate the experimental probability that it will rain, and express the result in percentage form.

 $P("raining") \approx$ 

## H.2 CONDUCTING EXPERIMENTS TO ESTIMATE PROBABILITIES

Ex 54: In a experiment, you are asked to toss a fair coin at least 30. Follow these steps:

- 1. Note the number of times the coin lands on heads.
- 2. Note the total number of trials (tosses).
- 3. Calculate the experimental probability that the coin lands on heads, and express the result in decimal form.

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**Ex 55:** In a classroom experiment, you are asked of your friends at least 10 to choose randomly a single number from 1, 2, 3, 4, or 5. Follow these steps:

- 1. Note the number of times the answer is 5.
- 2. Note the total number of trials (friends asked).
- 3. Calculate the experimental probability that a friend chooses the number 5, and express the result in decimal form.