

How Likely Is It? Overview

Investigation One - A First Look at Chance

D.PR.06.02

Compute probabilities of events from simple experiments with equally like outcomes, e.g., tossing dice, flipping coins, spinning spinners, by listing all possibilities and finding the fraction that meets given conditions

D.PR.06.01a/b/c

Express probabilities as fractions, decimals, and percentages between 0 and 1

Investigation Two - Experimental and Theoretical Probability

D.PR.06.01d

Know that 0 probability means an event will not occur and that probability 1 means an event will occur