**Data Management**

**Unit 2 Line Master 1a**

 Exploring Probability

|  |  |
| --- | --- |
| **Part A**The pointer on this spinner is spun.Determine the probability of each outcome. | A picture containing text, clock  Description automatically generated |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Event** | **Likelihood Term** | **Fraction** | **Decimal** | **Percent** |
| not an even number |  |  |  |  |
| 12 |  |  |  |  |
| a number between 4 and 9 |  |  |  |  |
| a number less than 3 |  |  |  |  |
| a number less than 10 |  |  |  |  |

Draw a probability line. Include benchmark terms, fractions, decimals, and/or percents. Place each outcome on the line.



**Data Management**

**Unit 2 Line Master 1b**

 Exploring Probability (cont’d)

**Part B**

Use the probability line from Part A.
Predict the results of spinning the pointer 100 times.

|  |  |
| --- | --- |
| **Event** | **Prediction** |
| not an even number |  |
| 12 |  |
| a number between 4 and 9 |  |
| a number less than 3 |  |
| a number less than 10 |  |

A student conducted the experiment 100 times.

|  |  |
| --- | --- |
| **Event** | **Results** |
| not an even number | 18 |
| 12 | 0 |
| a number between 4 and 9 | 26 |
| a number less than 3 | 6 |
| a number less than 10 | 50 |

How do your predictions compare with these results?

Show the results on another probability line.



Compare the probability lines. What do you notice?
Why might this be?