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Data Management Unit 2 Line Master 1

## Exploring Probability

## Part A

The pointer on this spinner is spun.
Determine the probability of each outcome.


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

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

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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?

