

Math Strategies 1

Q3 - Pletcher
2024

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Display

Week March 4-8, 2024 Compound Probability Practice

B - Monday: Complete **10.5 Enrichment Worksheet & Practice A**

from BIM Red Acc. textbook in middle school common core

A-Tuesday: Do a **group session** off studyisland.com together

B - -Wednesday - No class as musical assembly

A- Thursday - Work on **individual sessions** off studyisland.com

B --Friday - Review the **missed problems** from yesterday

via a composed worksheet - some out for musical

Samples from worksheet set:

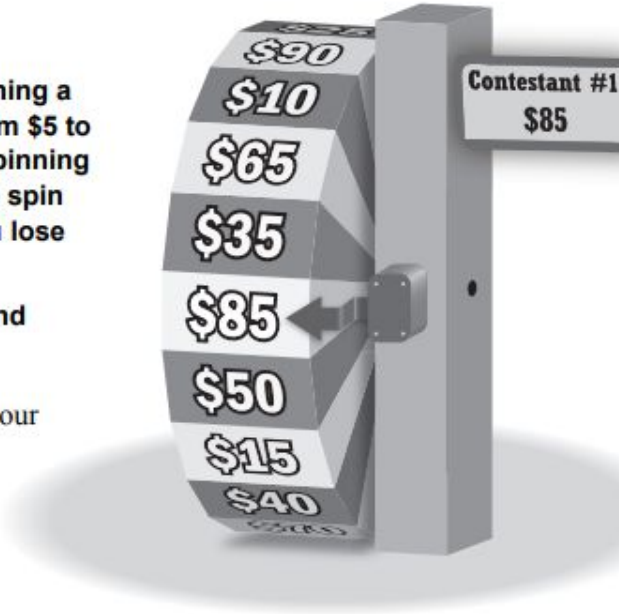
10.5 Enrichment and Extension

Winning on a Game Show

You are on a game show. You are spinning a wheel that has 20 sections, ranging from \$5 to \$100 in increments of \$5. You win by spinning more points than your opponent in one spin or a combination of two spins. But, you lose if you exceed \$100.

Your opponent spins \$85 in one spin and decides not to spin again.

1. What is the probability that you tie your opponent on the first spin?
2. How many values on the wheel are greater than \$85? What is the probability that you win on your first spin?
3. How many values on the wheel are less than \$85? What is the probability that you spin less than your opponent on your first spin?



7th grade PSSA - Overview ---

This is expected to be covered the second part of Q3.

Unit Objectives - Math 7 PSSA

ASSESSMENT ANCHOR

M07.D-S.3 Investigate chance processes and develop, use, and evaluate probability models.

DESCRIPTOR

M07.D-S.3.1 Predict or determine the likelihood of outcomes.

ELIGIBLE CONTENT

M07.D-S.3.1.1 Predict or determine whether some outcomes are certain, more likely, less likely, equally likely, or impossible (i.e., a probability near 0 indicates an unlikely event, a probability around $\frac{1}{2}$ indicates an event that is neither unlikely nor likely, and a probability near 1 indicates a likely event).

ASSESSMENT ANCHOR

M07.D-S.3 Investigate chance processes and develop, use, and evaluate probability models.

DESCRIPTOR

M07.D-S.3.2 Use probability to predict outcomes.

ELIGIBLE CONTENT

M07.D-S.3.2.1 Determine the probability of a chance event given relative frequency. Predict the approximate relative frequency given the probability.

Example: When rolling a number cube 600 times, predict that a 3 or 6 would be rolled roughly 200 times but probably not exactly 200 times.

M07.D-S.3.2.2 Find the probability of a simple event, including the probability of a simple event **not** occurring.

*Example: What is the probability of **not** rolling a 1 on a number cube?*

M07.D-S.3.2.3 Find probabilities of independent compound events using organized lists, tables, tree diagrams, and simulation.