Math Strategies 1

Q3 - Pletcher 2024

GOOGLE Classroom JOIN : dj3ohyo

Week Feb 26 - Mar 1, 2024

A - Monday: COMPOUND Probability INTRODUCED

Play ROCK-PAPER-SCISSORS

Traditional way with 2 people and record even ties

Show its a fair game

Play 3 person by Mrs. Pletcher rules of matches

Show it has an unfair outcome

- B-Tuesday: Complete worksheet from Middle School BIM packet
- A -Wednesday Work on another group session off studyisland with handout for compound probability
- **B- Thursday** Continue work with group session
- A --Friday Complete an individual session

7th grade PSSA - Overview ----

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

ASSESSMEN M07.D-S.3		es and develop, use, a	nd evaluate probability model	s	
	DESCRIPTOR		ELIGIBLE CONT	TENT	
107.D-S.3.1	Predict or determine the likelihood of outcomes.	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 1/2 indicates an event that is neither unlikely nor likely, and a probability near 1 indicates a likely event).			
		ASSESSMEN M07.D-S.3	ASSESSMENT ANCHOR M07.D-S.3 Investigate chance processes and develop, use DESCRIPTOR		and evaluate probability models. ELIGIBLE CONTENT
		M07.D-S.3.2	Use probability to predict	M07.D-S.3.2.1	Determine the probability of a chance event given
			outcomes.		relative frequency. Predict the approximate relativ frequency given the probability.
			outcomes.		frequency given the probability.
			outcomes.	M07.D-S.3.2.2	frequency given the probability. <u>Example:</u> 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.
			outcomes.	M07.D-S.3.2.2	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. Find the probability of a simple event, including th