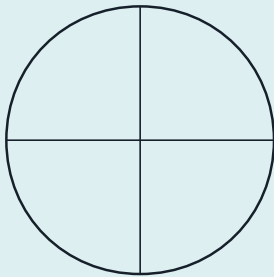


CHANCE WITH A GAME DIE

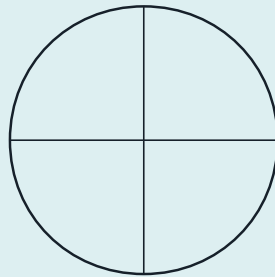
- 1 Read the event: rolling a number less than 7 on a six-sided die.
- 2 The faces show only 1, 2, 3, 4, 5 and 6.
- 3 Every possible face is less than 7.
- 4 So the event is **certain**.

WARM-UP

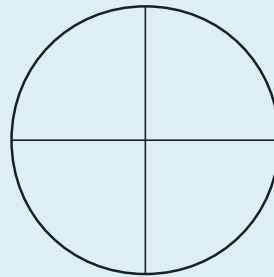
Shade sectors on each circle to show the spinner chances from the games.



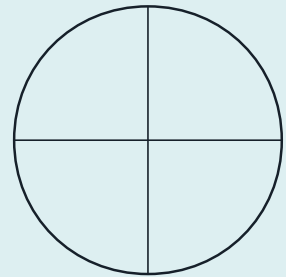
Certain — shade all 4



Likely — shade 3



Unlikely — shade 1



Impossible — shade 0

1. Shade all 8 sectors red on the first circle for a certain red landing
2. Shade 1 sector blue and leave 7 green on the second circle for an unlikely blue
3. Shade 5 sectors yellow and 3 red on the third circle for a likely yellow

PRACTICE

- 1 In a board game at playtime Finn rolls a standard die. How do you class rolling a number less than 9?
- 2 Sara plays a dice race game. Can she ever roll a 7 on her fair six-sided die?
- 3 Tom and Orla toss a fair coin to decide who starts the playground game. How sure is heads?
- 4 A spinner game has 8 equal parts all coloured red. What chance of red when spun?

? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- | | |
|--|--|
| a. Rolling a number less than 7 on a six-sided die is certain <input type="text"/> | c. Rolling a 7 on a six-sided die is impossible <input type="text"/> |
| b. Getting heads on a fair coin is certain <input type="text"/> | d. Landing on a colour with no sectors on the spinner is unlikely <input type="text"/> |