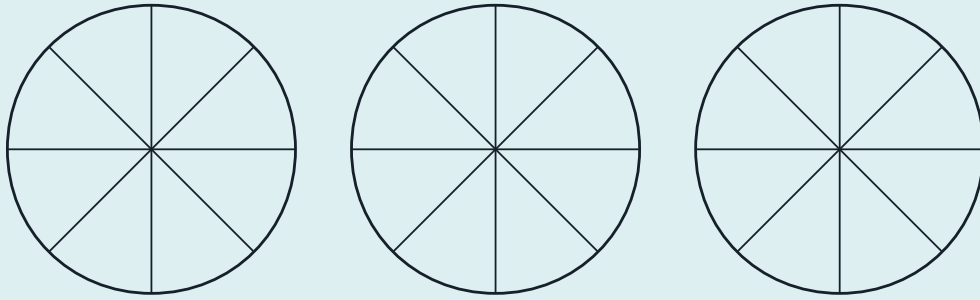


WRITE THE PROBABILITY THREE WAYS

- 1 Count the favourable segments and the total segments to make the fraction.
- 2 Divide the top by the bottom to get the decimal.
- 3 Multiply the decimal by 100 to get the percentage.

 WARM-UP

Slice and shade the circles to show each probability.



1. Slice the first circle into 4 equal sectors and shade 1 for green.
2. Slice the second circle into 8 equal sectors and shade 3 for prizes.
3. Slice the third circle into 5 equal sectors and shade 1 for blue.

 PRACTICE

- 1** In a board game a four-colour spinner has one green segment out of four equal parts.
What is the probability of green on the four-colour spinner?

- 2** At the fair an eight-segment spinner has three prize segments.
What is the probability of landing on a prize on the eight-segment spinner?

- 3** A ten-section spinner for a party game has five even numbers.
What is the probability of an even number on the ten-section spinner?

ALWAYS, SOMETIMES, NEVER

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

- a. The probability of any outcome on a fair spinner can be written as a fraction, decimal and percentage.
- b. A probability written as a fraction is less than 1.
- c. A probability written as a decimal is 0.5.
- d. Adding the probabilities of the colours on a spinner gives 1.