Testing predictions with dice and spinners

MODULE 9 · DATA AND CHANCE · DATA & CHANCE

HOW TO ANSWER TODAY

- **Chance words.** Choose from: impossible · unlikely · even · likely · certain.
  Sun rising tomorrow → certain Coin landing heads → even

STRETCH PROBLEMS

1. In 4th class there are **30** pupils, and the teacher picks one name at random from the roll. How likely is it that the chosen pupil is left-handed? Choose one: impossible, unlikely, even, likely or certain.

2. During a maths game, Oisín flips a fair coin and tries to get **5** heads in a row. How likely is he to flip **5** heads in a row? Choose one: impossible, unlikely, even, likely, certain.

3. On a wet PE day, 4th class play a board game indoors and toss a fair coin to decide who moves first. How likely is the coin to land on heads? Choose one: impossible, unlikely, even, likely, certain.

4. At the school sports day, Oisín reaches into the prize bag, which holds **1** red counter and **9** blue counters. How likely is it that he picks a red counter? Choose one: impossible, unlikely, even, likely, certain.

5. During maths, Oisín rolls a standard die in a chance game with 4th class. How likely is he to roll a **6**? Choose one: impossible, unlikely, even, likely or certain.

INVESTIGATE

Put a prediction to the test

Before you start, write a prediction: in 30 rolls of a fair six-sided die, about how many times should each face appear? Roll, tally, and compare. Was your prediction close? What might change if you rolled **100** times?