

# Study Guide: 5.14 Probability

**Standard: 5.14-** The student will make predictions and determine the probability of an outcome by constructing a sample space.

**What you need to know:**

How to:

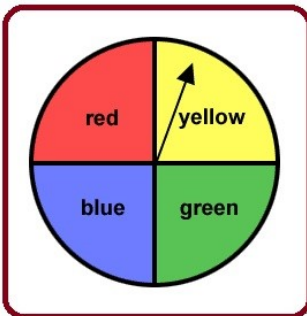
- Construct a sample space, using a tree diagram to identify all possible outcomes of a single event.
- Construct a sample space, using a list or chart to represent all possible outcomes of a single event.
- Predict and determine the probability of an outcome by constructing a sample space. The sample space will have a total of 24 or less possible outcomes.



**Key concepts:**

- The **probability** of an event occurring is represented by a **ratio** between 0 and 1. An event is “**impossible**” if it has a probability of **0** (e.g., the probability that the month of April will have 31 days). An event is “**certain**” if it has a probability of **1** (e.g., the probability that the sun will rise tomorrow morning).
- The more times an experiment is done, the closer the experimental probability comes to the theoretical probability (e.g., a coin lands heads up half of the time).

**Key Vocabulary:**



**Probability:** the ratio of the number of ways an event can occur to the total number of possible outcomes

$$\text{Probability (red)} = \frac{\text{number of favorable outcomes (what we want to happen)}}{\text{number of possible outcomes (the possible results)}} = \frac{1}{4}$$

Example: The probability of spinning yellow or blue is  $\frac{2}{4}$ .

**Outcome:** A possible result in an experiment

Example: The possible outcomes are red, yellow, blue, and green

**Experiment/trial:** any procedure that can be infinitely repeated and has a well-defined set of possible outcomes

Example: Spinning the arrow

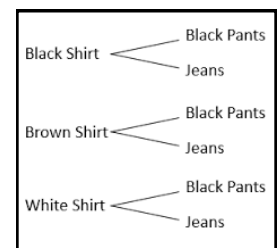
**Event:** a single result of an experiment

Example: I spin a red on my first spin. That is the event. The next spin I get blue. That is another event.

**Tree diagram:** A diagram used to organize outcomes of an experiment (it is called a tree diagram because it looks like branches)

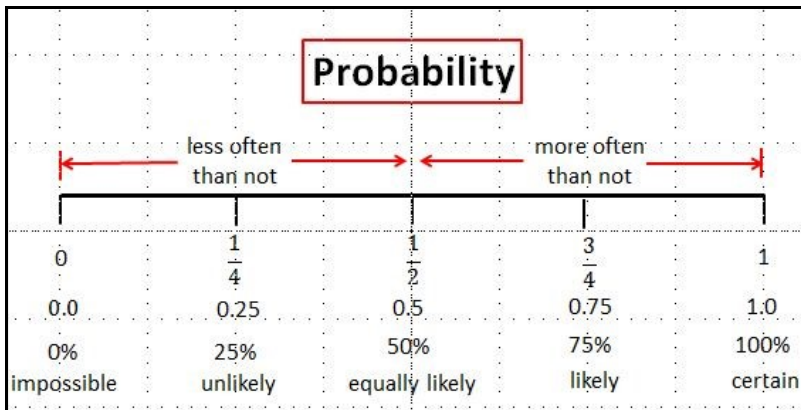
The outcomes in this tree diagram are: black shirt, black pants; black shirt, jeans; brown shirt, black pants; brown shirt, jeans; white shirt, black pants; white shirt, jeans

**Fundamental Counting Principle:** describes how to find the number of outcomes when there are multiple choices.



Example: How many different outfit combinations can you make from 3 shirts (black, brown, white) and 2 pants (black pants and jeans)? Take the number of choices of the shirts (3) and multiply it times the number of the pants (2):  $3 \times 2 = 6$

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**Likely:** Probably will occur

**Equally likely:** Having the same chance of an outcome occurring,  $1/2$  (1 out of 2 chance it will happen)

**Unlikely:** Probably will not occur; only a small chance of happening, less than  $1/2$

**Certain:** An event that will always happen, 1 (1 out of 1 chance something will happen)

**Impossible:** An event that will never happen

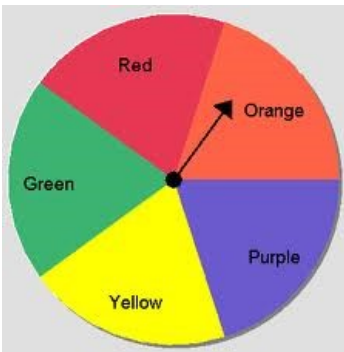
**Sample space:** The set of all possible outcomes; may be organized in a list, chart, or tree diagram.

**Theoretical probability:** A comparison of the number of favorable outcomes to the number of possible equally likely outcomes.

**Experimental probability:** The number of times the outcome occurs compared to the total number of trials.

## Examples and Explanations

The possible **outcomes** of the spinner are GREEN, YELLOW, PURPLE, ORANGE, and RED. There are 5 possible outcomes. The probability of the spinner landing on a particular color can be expressed in words and as a fraction.



Event	Probability	
	Word	Fraction
Landing on GREEN, YELLOW, PURPLE, ORANGE, or RED.	Certain	$1$ or $\frac{5}{5}$
Landing on any color <i>except</i> GREEN	Likely	$\frac{4}{5}$
Landing on GREEN as related to landing on RED	Equally likely	$\frac{1}{5}$ and $\frac{1}{5}$
Landing on ORANGE	Unlikely	$\frac{1}{5}$
Landing on BROWN	Impossible	0

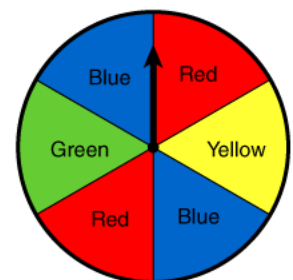
For the spinner on the right, the list of possible **outcomes** is: blue, red, yellow, and green. Even though there are two reds and two blues, you do not have to list them twice when listing the outcomes.

The probability of spinning a blue is  $2/6$  or  $2:6$ .

The probability of spinning a red is  $2/6$  or  $2:6$ .

The probability of spinning a yellow is  $1/6$  or  $1:6$ .

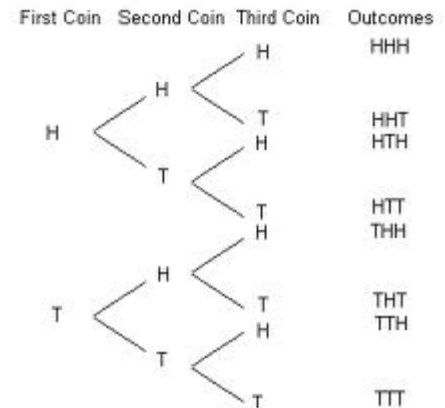
The probability of spinning a green is  $1/6$  or  $1:6$ .



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All of the possible outcomes of an experiment are called the **sample space**. A **tree diagram** can be used to determine the sample space. Here is a tree diagram for an experiment involving flipping a coin three times. The tree diagram shows all of the possible outcomes.

There are 8 possible outcomes. This is the sample space. An **organized list** or **chart** can also show the sample space.



1 <sup>st</sup> Roll	2 <sup>nd</sup> Roll	3 <sup>rd</sup> Roll
Heads	Heads	Heads
Heads	Heads	Tails
Heads	Tails	Heads
Heads	Tails	Tails
Tails	Tails	Tails
Tails	Tails	Heads
Tails	Heads	Tails
Tails	Heads	Heads

- H, H, H
- H, H, T
- H, T, H
- H, T, T
- T, T, T
- T, T, H
- T, T, H
- T, H, T
- T, H, H

## Example problem:

Chuck is opening a restaurant and has cheeseburgers and hot dogs on his menu. With those, patrons can choose either fries, onion rings, or chips as a side. How many of the outcomes include both a hot dog and chips?

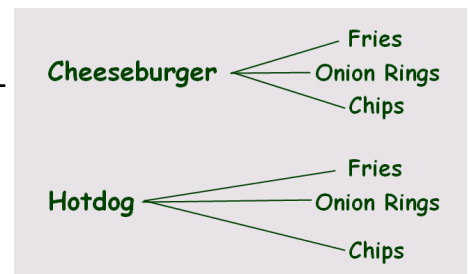
*Step 1:* Use the fundamental counting principal to figure out how many total outcomes there will be. 2 sandwiches x 3 sides = 6 outcomes

*Step 2:* Create a tree diagram of all the possibilities.

*Step 3:* Figure out how many total possibilities there are (this is the sample space). Use this number as the denominator.

Possibilities (sample space):

- Cheeseburger + Fries
- Cheeseburger + Onion Rings
- Cheeseburger + Chips
- Hot dog + Fries
- Hot dog + Onion Rings
- Hotdog + Chips



So, there are a total of 6 choices.

*Step 4:* Check to see how many times the option occurs. There is only one option for hotdog and chips. Use this number as the numerator.

*Step 5:* Create your fraction and solve the problem.

The outcome of a hot dog with chips is 1/6.

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### Organized List


Purple, Heads  
 Purple, Tails  
 Blue, Heads  
 Blue, Tails  
 Red, Heads  
 Red, Tails  
 Brown, Heads  
 Brown, Tails  
 Green, Heads  
 Green, Tails  
 Yellow, Heads,  
 Yellow, Tails

### Tree Diagram

```

            Purple — Heads
                  Tails
            Blue  — Heads
                  Tails
            Red   — Heads
                  Tails
            Brown — Heads
                  Tails
            Green — Heads
                  Tails
            Yellow— Heads
                  Tails
        
```

The spinner below is spun and a coin is tossed. How many possible outcomes are there?



Heads	Tails
Purple	Purple
Blue	Blue
Red	Red
Brown	Brown
Green	Green
Yellow	Yellow

### Solution/Process

**Multiplication**  
12 possible outcomes

Number of Spinner Outcomes	Number of Coin Outcomes	Total Possible Outcomes
↓	↓	↓
6	x 2	= 12