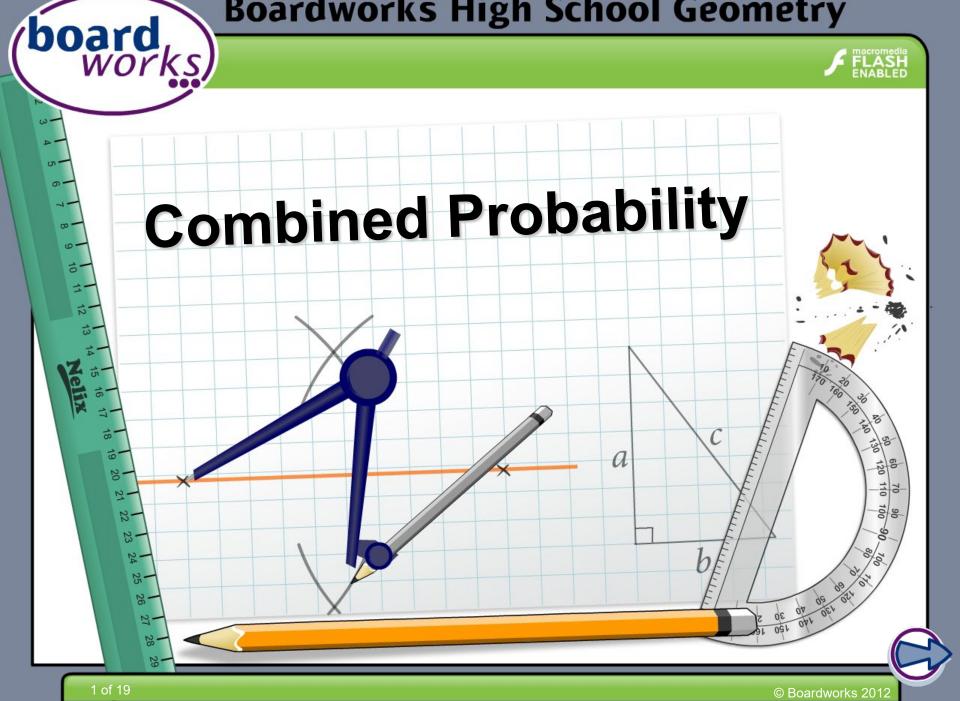
Boardworks High School Geometry





Common core icons



This icon indicates a slide where the Standards for Mathematical Practice are being developed. Details of these are given in the Notes field.



Slides containing examples of mathematical modeling are marked with this stamp.



This icon indicates an opportunity for discussion or group work.



The Standards for Mathematical Practice outlined in the

Common Core State Standards for Mathematics describe varieties of expertise that mathematics educators at all levels should seek to develop in their students.

These are:

- 1) Make sense of problems and persevere in solving them.
- 2) Reason abstractly and quantitatively.
- 3) Construct viable arguments and critique the reasoning of others.
- 4) Model with mathematics.
- 5) Use appropriate tools strategically.
- 6) Attend to precision.
- 7) Look for and make use of structure.
- 8) Look for and express regularity in repeated reasoning.



This icon indicates that the slide contains activities created in Flash. These activities are not editable.



This icon indicates teacher's notes in the Notes field.



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Combinations

board wor

Complete the table to find the probability of each horse winning.

The # column refers to how many successful combinations there are for each horse.

horse	combinations	#	probability
1	no combinations	0	0
2	1,1	1	¹ / ₃₆
3	1,2 <mark>2,1</mark>	2	$\frac{2}{36} = \frac{1}{18}$
4	1,3 <mark>3,1</mark> 2,2	3	$\frac{3}{36} = \frac{1}{12}$
5	1,4 4,1 2,3 <mark>3,2</mark>	4	$\frac{4}{36} = \frac{1}{9}$
6	1,5 <mark>5,1</mark> 2,4 <mark>4,2</mark> 3,3	5	5 36
7	1,6 6,1 2,5 5,2 3,4 4,3	6	$\frac{6}{36} = \frac{1}{6}$
8	2,6 <mark>6,2</mark> 3,5 <mark>5,3</mark> 4,4	5	5 36
9	3,6 <mark>6,3</mark> 4,5 <mark>5,4</mark>	4	$\frac{4}{36} = \frac{1}{9}$
10	4,6 <mark>6,4</mark> 5,5	3	$\frac{3}{36} = \frac{1}{12}$
11	5,6 <mark>6,5</mark>	2	$\frac{2}{36} = \frac{1}{18}$
12	6,6	1	1/36
total	n/a	36	$\frac{36}{36} = 1$



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Another way of displaying all the outcomes from throwing two dice is a **sample space diagram**. The grid squares show the sum of the dice.

	second die							
		1	2	3	4	5	6	
	1	2	3	4	5	6	7	
(D	2	3	4	5	6	7	8	
first die	3	4	5	6	7	8	9	
	4	5	6	7	8	9	10	
	5	6	7	8	9	10	11	
	6	7	8	9	10	11	12	

Fill in the rest of the cells in the table and color in all the twos one color, the threes another color, and so on.

What patterns do you notice in the table?







Use either the table of combinations or the sample space diagram to answer these questions.

Which horse has the best chance of winning?

Horse seven has the best chance of winning. There are more outcomes that sum to seven than any other outcome so this horse has the highest probability.

Are there any horses that cannot win?

Horse 1 can't win because no two numbers on the dice will sum to 1.

How would the game change if you used ten-sided dice?

The denominator of the probability will be higher because there are more possible outcomes. Horses with higher numbers, such as 8, 9, and 10, would have more possible outcomes and a higher probability.



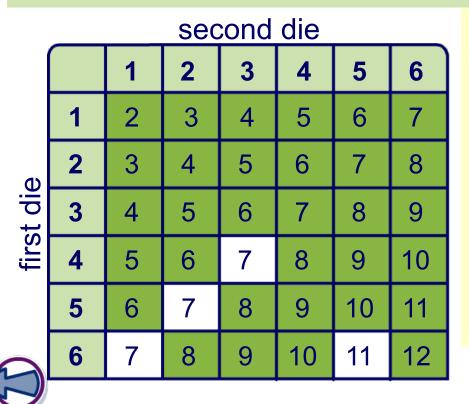
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Use the table find:

- a) P(total is a square number)
- b) P(an even total)
- c) P(a total less than 7)

d) P(number on first die < number on second die)



a)
$$P(\text{square number}) = \frac{7}{36}$$

b)
$$P(\text{even total}) = \frac{18}{36} = \frac{1}{2}$$

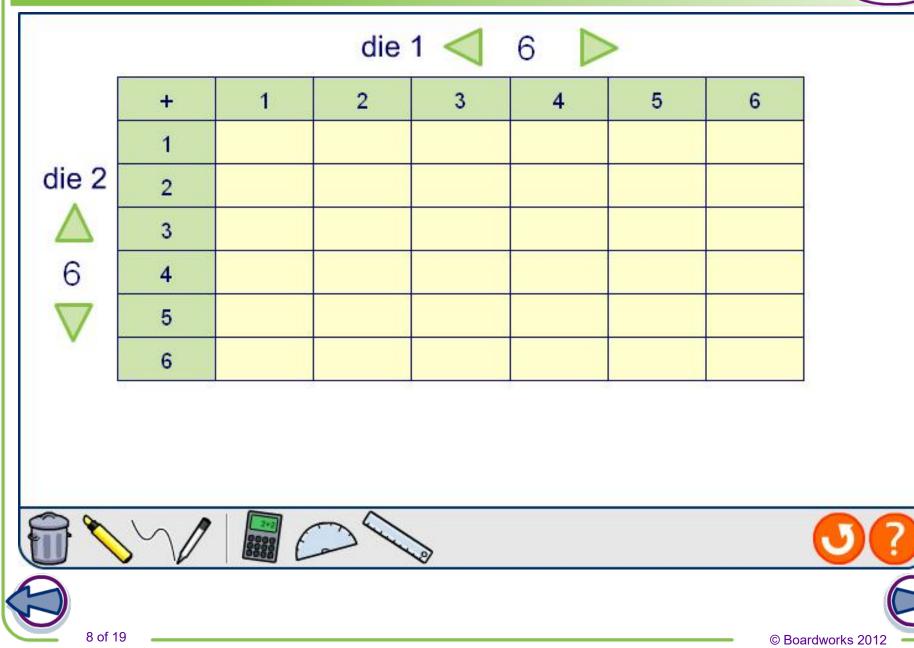
c)
$$P(\text{total} < 7) = \frac{15}{36} = \frac{5}{12}$$

d) *P*(first die < second die) = $\frac{15}{36} = \frac{5}{12}$



Calculating the number of outcomes

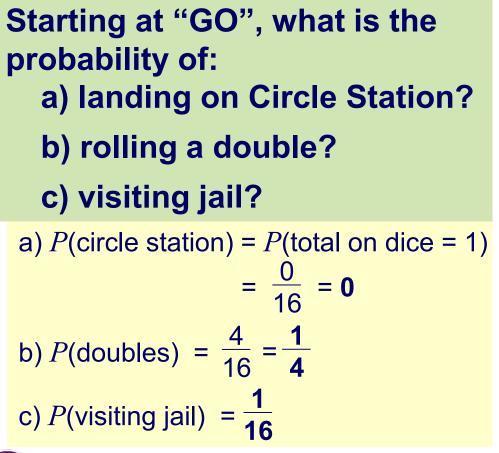


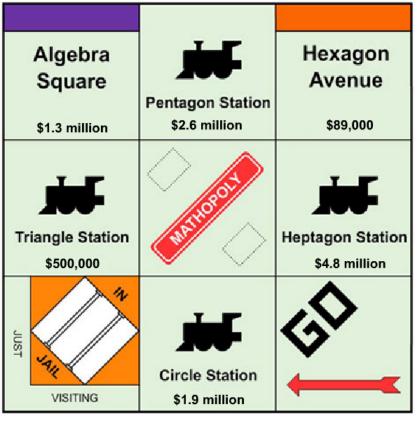


Mathopoly

board works

Make a sample space diagram for the outcomes of the first roll of this game, which uses two four-sided dice.



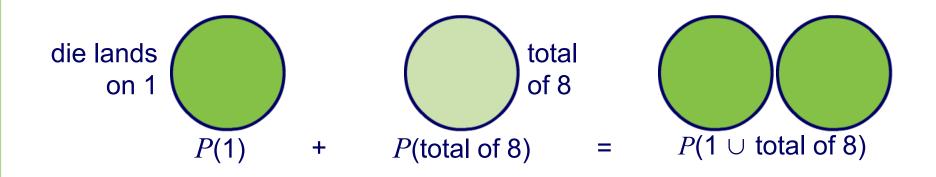




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board works

When throwing two six-sided dice, if one die lands on 1, it is impossible to get a total score of 8. Rolling 1 and getting a total score of 8 are **mutually exclusive**.



When events are mutually exclusive, the probability of one or the other occurring can be found by adding their probabilities.





A coin and a ten-sided die are thrown and the outcomes are recorded in the two-way table below. ten-sided die

		1	2	3	4	5	6	7	8	9	10
coir	Н	1,H	2,H	3,H	4,H	5,H	6,H	7,H	8,H	9,H	10,H
	Т	1,T	2,T	3,T	4,T	5,T	6,T	7,T	8,T	9,T	10,T

How many outcomes are there? What is the probability: a) $P(\text{heads} \cap \text{even})$ b) $P(\text{tails} \cap \text{square number})$

a)
$$P(\text{heads} \cap \text{even}) = \frac{5}{20} = \frac{1}{4}$$

b) $P(\text{tails} \cap \text{square}) = \frac{3}{20}$





board



If events are mutually exclusive, the probability of one event or the other occurring can be found by adding their probabilities: $P(A \cup B) = P(A) + P(B)$ second die

What is the probability of rolling a sum of 3 or 4? $P(3 \cup 4) = P(3) + P(4) = \frac{2}{36} + \frac{3}{36}$ first die $=\frac{5}{36}$ What is the probability of rolling a sum of 5 or 6? $P(5 \text{ or } 6) = P(5) + P(6) = \frac{4}{36} + \frac{5}{36} = \frac{9}{36} = \frac{1}{4}$



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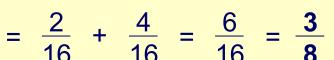


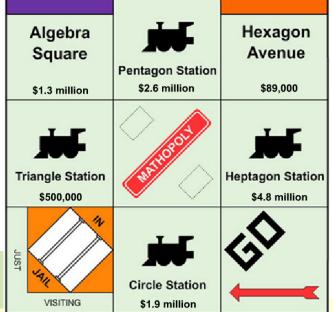
Lamorna wants to know the probability of landing on Triangle Station or Pentagon Station using two four-sided dice. She cannot possibly land on both stations at the same time, so they are mutually exclusive events.

The probability of landing on either station is the same as the probability of landing on Triangle Station plus the probability of landing on Pentagon Station.

Find *P*(triangle ∪ pentagon).

 $P(\text{triangle} \cup \text{pentagon}) = P(\text{triangle}) + P(\text{pentagon})$









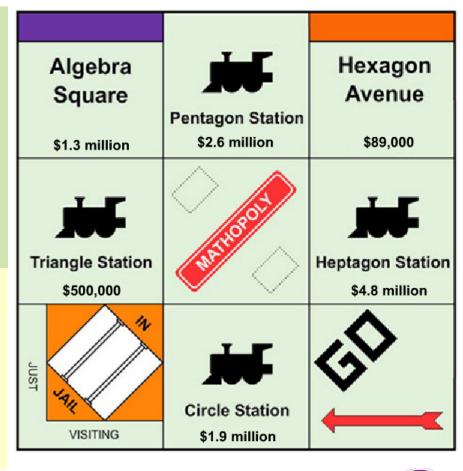


Use two four-sided dice to find the probability of these events in Mathopoly on the first roll.

Starting at "GO" what is the probability of each event:

- a) landing on a space over\$1m or visiting jail?
- b) landing on a space under \$1m or landing on GO?

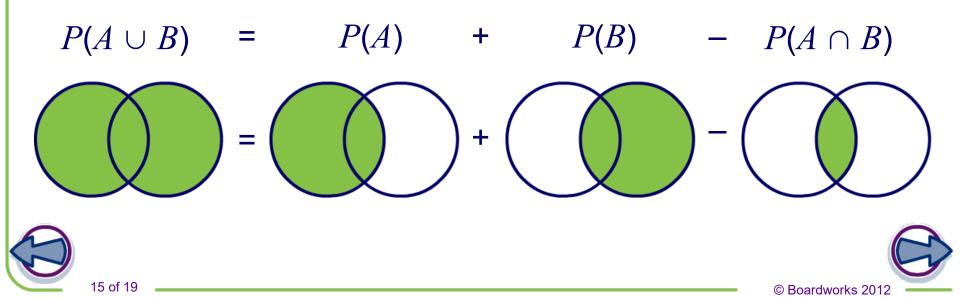
a) P(space over \$1m \cup jail) = $\frac{3}{16} + \frac{4}{16} + \frac{2}{16} + \frac{1}{16} = \frac{10}{16} = \frac{5}{8}$ b) P(space under \$1m \cup GO) = $\frac{2}{16} + \frac{3}{16} + \frac{1}{16} = \frac{6}{16} = \frac{3}{8}$

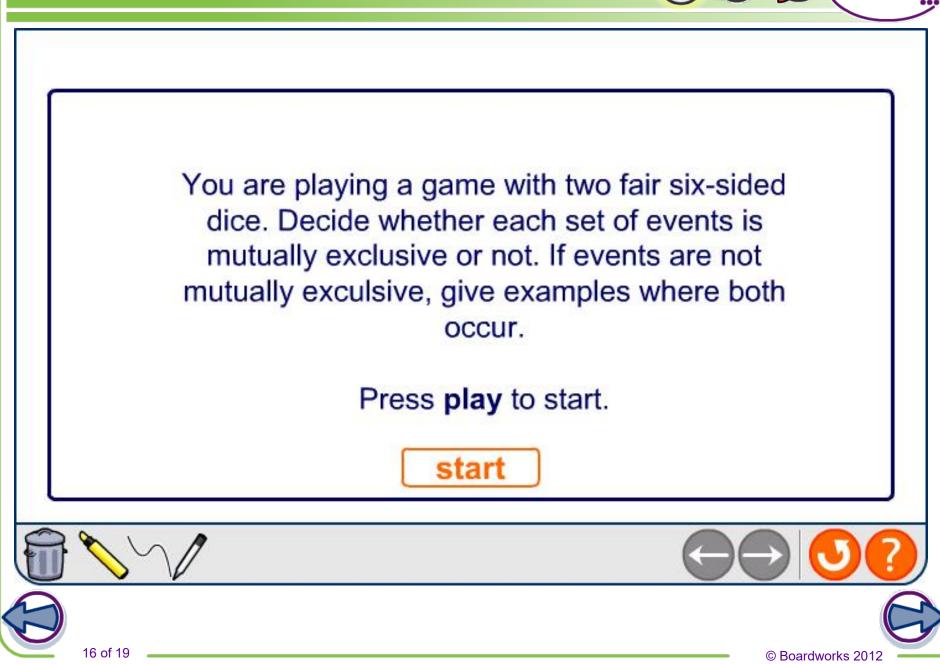




When events are not mutually exclusive, to find the combined probability, the intersection must be subtracted to avoid counting the overlapping outcomes twice.

The *general addition law* gives the relationship between two non-mutually exclusive events, A and B. $P(A \cup B) = P(A) + P(B) - P(A \cap B)$





board



Shakil is trying to work out the probability of getting an even number or a prime number from the sum of two dice.

Here is Shakil's answer, explain why it is wrong. $P(\text{even}) + P(\text{prime}) = \frac{18}{36} + \frac{15}{36} = \frac{33}{36}$

The number 2 is even *and* prime. It has been counted twice.

What is the correct answer?

P(even ∪ prime) = P(even) + P (prime) - P(even ∩ prime) = $\frac{18}{36}$ + $\frac{15}{36}$ - $\frac{1}{36}$ = $\frac{32}{36}$ = $\frac{8}{9}$

second die first die



(board works)

Are *P*(total that is a multiple of 3) and *P*(total that is an even number) exclusive or not exclusive? Find *P*(multiple of $3 \cup$ even number).

	second die								
		1	2	3	4	5	6		
first die	1	2	3	4	5	6	7		
	2	3	4	5	6	7	8		
	3	4	5	6	7	8	9		
	4	5	6	7	8	9	10		
	5	6	7	8	9	10	11		
	6	7	8	9	10	11	12		

These are not exclusive events.

P(multiple of $3 \cup$ even number) =

<u>12</u>	<u>18</u>	6	_ <u>24</u> _	2
36	36	36	36	3

 $\frac{18}{36}$ + $\frac{11}{36}$ - $\frac{6}{36}$ =

Find P(total that is odd \cup one die showing a 4).

 $P(\text{odd number} \cup 4 \text{ on one die}) =$



23 36



Addition rule formulas



