PLACING EVENTS ON THE PROBABILITY SCALE

Answer all of these questions. Remember to show your working out in all questions.

MAIN QUESTIONS

- Place 'rolling a 6 on a fair six-sided die' on the probability scale.
- Place 'drawing a red card from a standard deck' on the probability scale.
- Place 'rolling an even number on a fair six-sided die' on the probability scale.
- Place 'drawing a king from a standard deck' on the probability scale.
- Place 'rolling a number greater than 4 on a fair sixsided die' on the probability scale.
- 11. Place 'rolling a multiple of 3 on a fair six-sided die' on the probability scale.

- Place 'flipping heads on a fair coin' on the probability scale.
- 4. Place 'drawing a heart from a standard deck' on the probability scale.
- 6. Place 'rolling a prime number on a fair six-sided die' on the probability scale.
- Place 'drawing a black ace from a standard deck' on the probability scale.
- 10. Place 'drawing a face card from a standard deck' on the probability scale.
- 12. Place 'drawing a diamond or a heart from a standard deck' on the probability scale.

- 13. Place 'rolling a number less than 3 on a fair six-sided die' on the probability scale.
- 14. Place 'drawing a card that is not a spade from a standard deck' on the probability scale.
- 15. Place 'rolling a 7 on a fair six-sided die' on the probability scale.
- 16. Place 'drawing a red or black card from a standard deck' on the probability scale.
- 17. Place 'rolling a number between 1 and 6 on a fair six-sided die' on the probability scale.
- scale.
 Place 'drawing a joker from a standard deck' on the probability scale.
- 19. Place 'rolling a number divisible by 5 on a fair six-sided die' on the probability scale.
- 20. Place 'drawing a card that is neither red nor black from a standard deck' on the probability scale.

MASTER QUESTIONS



- M1. A bag contains 4 red, 5 blue, and 6 green marbles. Place 'drawing a red marble' on the probability scale.
- M2. A spinner has 8 equal sections, 3 red, 2 blue, and 3 green. Place 'landing on blue' on the probability scale.
- M3. A box contains 10 chocolates, 4 are dark and 6 are milk. Place 'randomly picking a dark chocolate' on the probability scale.
- M4. A class has 12 boys and 18 girls. Place 'randomly selecting a girl' on the probability scale.
- M5. A lottery has 1000 tickets, and 10 are winners. Place 'drawing a winning ticket' on the probability scale.
- M6. A jar has 20 sweets, 8 are lemon and 12 are strawberry. Place 'randomly picking a lemon sweet' on the probability scale.

- M7. A fair eight-sided die is rolled. Place 'rolling a number greater than 5' on the probability scale.
- M8. A bag has 5 white, 7 black, and 3 yellow balls. Place 'drawing a yellow ball' on the probability scale.
- M9. A deck has 52 cards with 4 suits. If 13 cards are removed, all hearts, place 'drawing a heart from the remaining deck' on the probability scale.
- M10. A biased six-sided die has probabilities: P(1)=0.1, P(2)=0.2, P(3)=0.1, P(4)=0.2, P(5)=0.1, P(6)=0.3. Place 'rolling an even number' on the probability scale.