

My name



Chance and Data

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Series E – Chance and Data

Contents

Date completed

 ordering events ______ / / probability ______ / / fair and unfair ______ / / coin investigation / / two dice investigation ______ / / • roll and release – *apply* _____ / /

Topic 2 – Data (pp. 12–25)

Topic 1 – Chance (pp. 1–11)

 asking questions and collecting data 		,	/
• tallies		1	/
column graphs		1	/
picture graphs		1	/
• dot plots		1	/
• two-way tables		1	/
Venn diagrams		1	/
• surveys			/
• mystery graph – <i>solve</i>	/		/

Series Author:

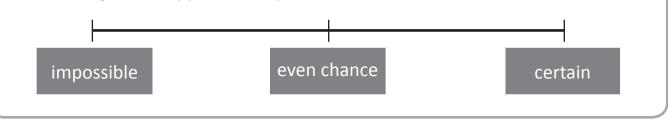
Nicola Herringer

Chance – ordering events

Chance is the likelihood of something happening. If something will definitely happen, we say it is certain.

If something has an even chance of happening, it means that it is just as likely to happen as it is unlikely to happen.

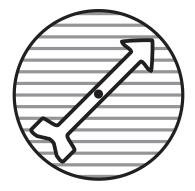
If something can't happen it is impossible.

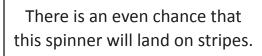


Read each statement and circle the chance of it happening:

	Event	Chance
а	A baby is born a girl.	impossible / even / certain
b	Christmas Day will fall on December 25 this year.	impossible / even / certain
С	A coin is tossed and the result is a tail.	impossible / even / certain
d	6 red counters are placed in a bag and a yellow one is drawn.	impossible / even / certain

Draw a line to match each spinner to the correct statement:



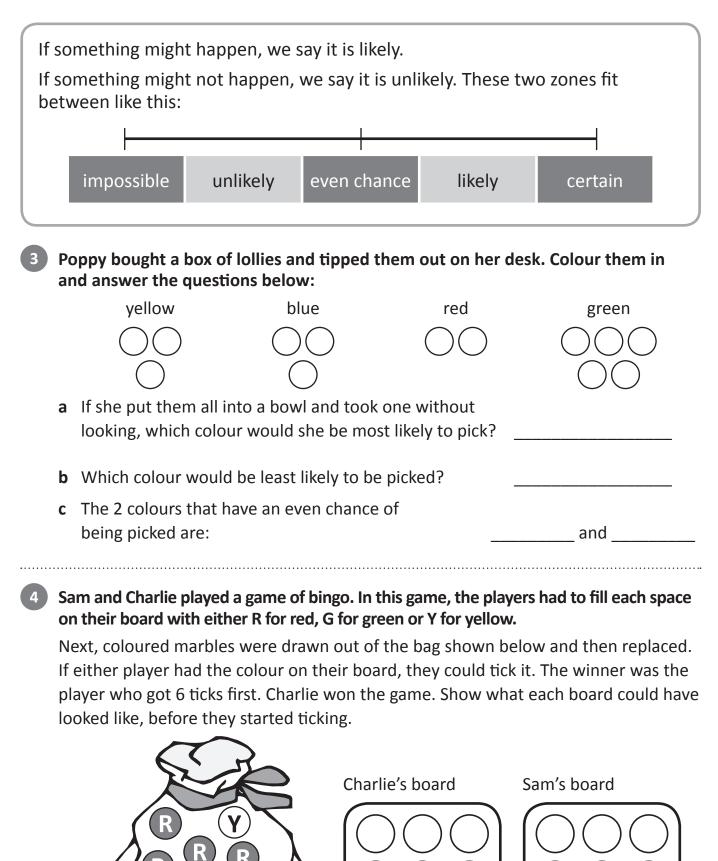




It is certain that this spinner will land on stripes.

1

Chance – ordering events





2

SERIES

TOPIC

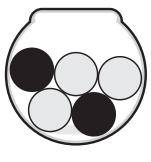
Chance – probability

Probability is the measure of how likely something is to happen. Look at the bowl of balls.

The expected probability of choosing a black ball is 2 out of 5.

This is because out of 5 possible balls that could be chosen, 2 are black.

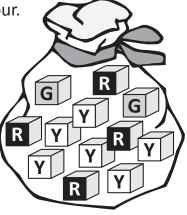
However, expected results can be different to actual results. For instance if we chose a ball without looking 5 times and it was black each time, this would be surprising, but not impossible.



Place the following cubes in a bag: 4 red, 6 yellow and 2 green.

a Record the expected probability of choosing each colour.

Colour	Probability
Red	4 out of 12
Yellow	
Green	



b If I chose a cube 12 times and it was green each time, would this be surprising?

Yes / No

Let's look at what actually happens. Use the cubes from question 1.

a Without looking, choose a cube and record its colour by placing a tick next to the colour in the table below. Repeat twelve times and record the result.

Colour	1	2	3	4	5	6	7	8	9	10	11	12
Red												
Yellow												
Green												

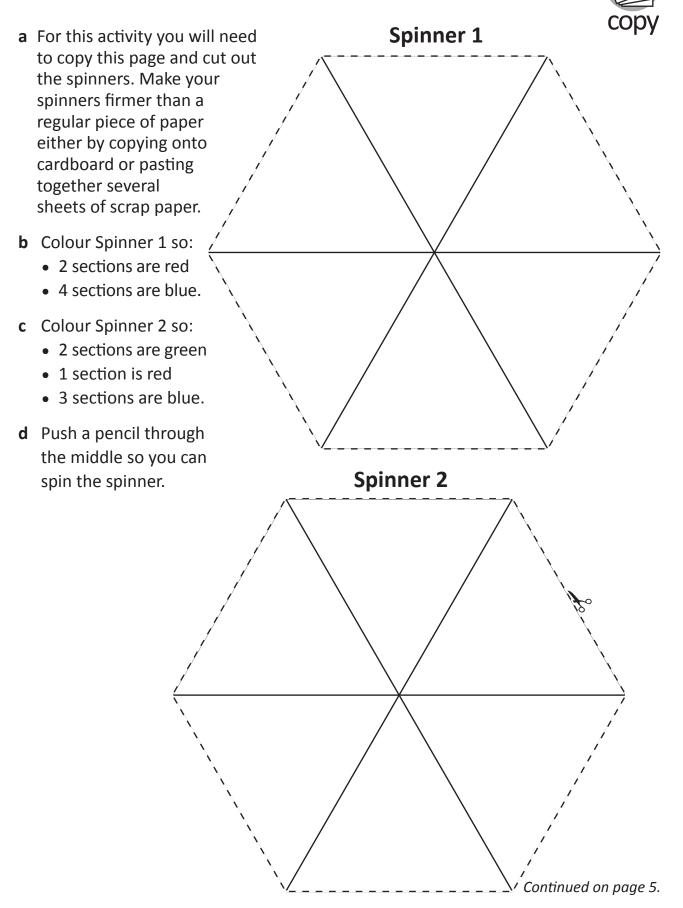
b Was there much difference between what you expected to happen and what actually happened?



3

Chance – probability

3 Spin it! This is an investigation where you are going to make two spinners and look at the chance of the arrow landing on certain colours.





Chance – probability

Continued from page 4.

e Now you can begin the investigation. First, let's make some predictions based upon the expected probability.

Spinner 1							
Colour Probability							
red 2 out of 6							
blue							
Most like	Most likely colour is						
Least likely colour is							
Least like	ly colour is						

	Spinner 2							
Colour	Probability							
green	2 out of 6							
red								
blue								
Most likely colour is								
Least likely colour is								

f Now spin each spinner 12 times and tick to record the colour each spinner landed on:
 Results for Spinner 1

	1	2	3	4	5	6	7	8	9	10	11	12
red												
blue												

Results for Spinner 2

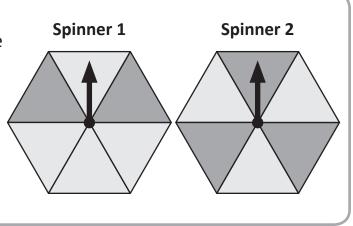
	1	2	3	4	5	6	7	8	9	10	11	12
green												
red												
blue												

- g What was expected about your results?
- h What was surprising about your results?

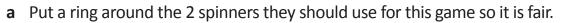


Chance – fair and unfair

When everyone has the same chance of winning a game, it is fair. When there is not the same chance for everyone to win, the game is unfair. Look at these spinners. If landing on black scores 1 point, then these spinners are unfair because there is a greater chance of landing on black with Spinner 2 than there is with Spinner 1.



Bec and Drew are about to play a game where if their spinner lands on dots, they score 1 point.



- **b** Cross out the unfair spinner.
- c Why is the spinner that you crossed out unfair?

For this activity, you will need to look at a die.

a Complete this table to show the chance of rolling certain numbers:

Number rolled	Probability
A 2	1 out of 6
An odd number	
An even number	
A number greater than 4	

b Tom invents a game where if a die lands on an odd number you win a point and if the die lands on a number greater than 4 you win a point. Is this game fair? Why or why not?



Chance – coin investigation

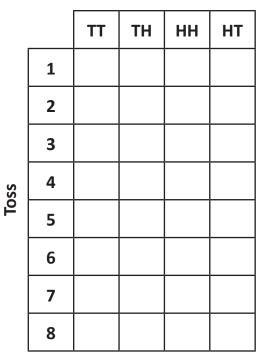
If we toss 2 coins, we can expect 4 possible outcomes.

If we use a table to show the possible outcomes of tossing 2 coins 4 times, we would expect it to look like this: —

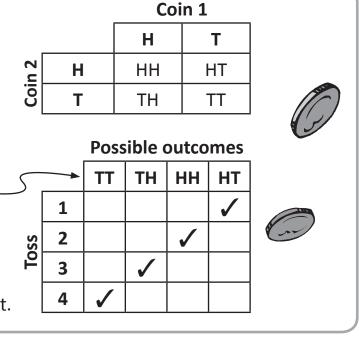
Would it be possible for the coins to land on HH 4 times? Yes it would, however, it would be a surprising result.

Complete these experiments:

a Toss 2 coins 8 times and show the results on this table:

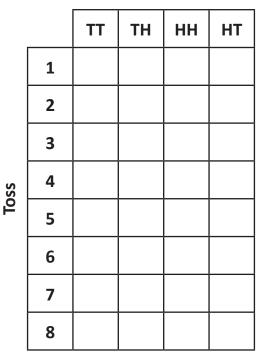


Possible outcomes



b Repeat this experiment again, and show the results on this table:

Possible outcomes



c Were your results in question a and b surprising? Why or why not?



We can work out all the possible outcomes of an event. When we looked at what we could expect to happen when we tossed two coins, we saw that there are four possible outcomes.

What can we expect to happen when we roll two dice and add the numbers?

Fill in this table to show the possible outcomes when two dice are rolled and added together.



a How many possible outcomes are there?

+	1	2	3	4	5	6
1	2					
2		4				
3						
4						
5						
6						

b Graph the expected outcomes in the grid below:

Expected outcomes of two dice 6 5 Number of outcomes 4 3 2 1 5 2 3 4 6 7 8 9 10 11 12 **Possible totals c** The chance of rolling a 7 is _____ out of 36. **d** The chance of rolling a 2 is _____ out of 36.

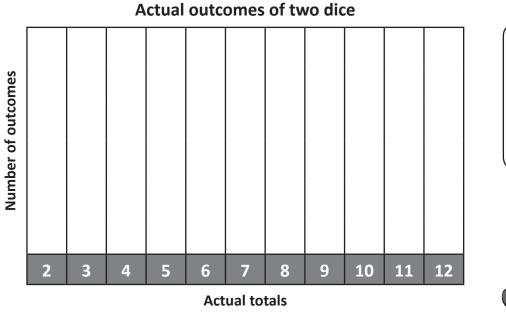


Continued on page 9.

Chance – two dice investigation

Continued from page 8.

e Now see what happens in real life. Work with a partner. Roll two dice 36 times. When an actual total comes up, tick the column.



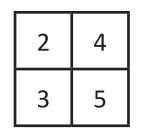
Probability is the measure of how likely something is to happen but things don't always turn out exactly as we would expect.

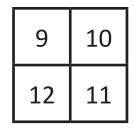


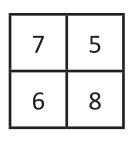
f Look at difference between the 'Expected outcomes' graph (on page 8) and the 'Actual outcomes' graph (above).

What happened? Were the actual outcomes surprising?

2 Three kids were playing a bingo game where if you rolled two dice and added the numbers, you can cross out a number if it's on the bingo card. Put a ring around the card that you would expect to win.







9

Roll and release

apply



This is a game for two players. Each player will need two dice, 12 counters and a copy of pages 10 and 11.

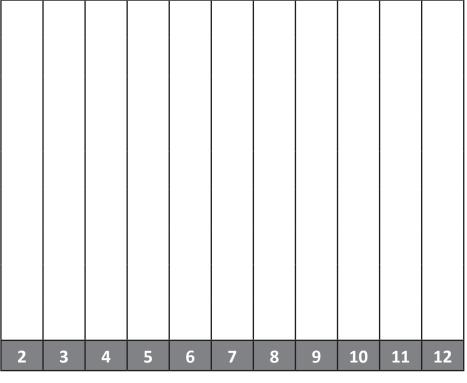




The object of this game is to be the first player to release all of the prisoners. Each player places all 12 counters (these are the prisoners) in the prison cells numbered 2–12. There can be any amount of prisoners in a cell.

Player 1 rolls the dice, adds the numbers and removes the prisoners from that cell. They must record the dice total they rolled by ticking the column on the recording grid after each turn.

Player 2 repeats this process. The winner is the player who releases all of their prisoners first.



Recording grid

Total of dice



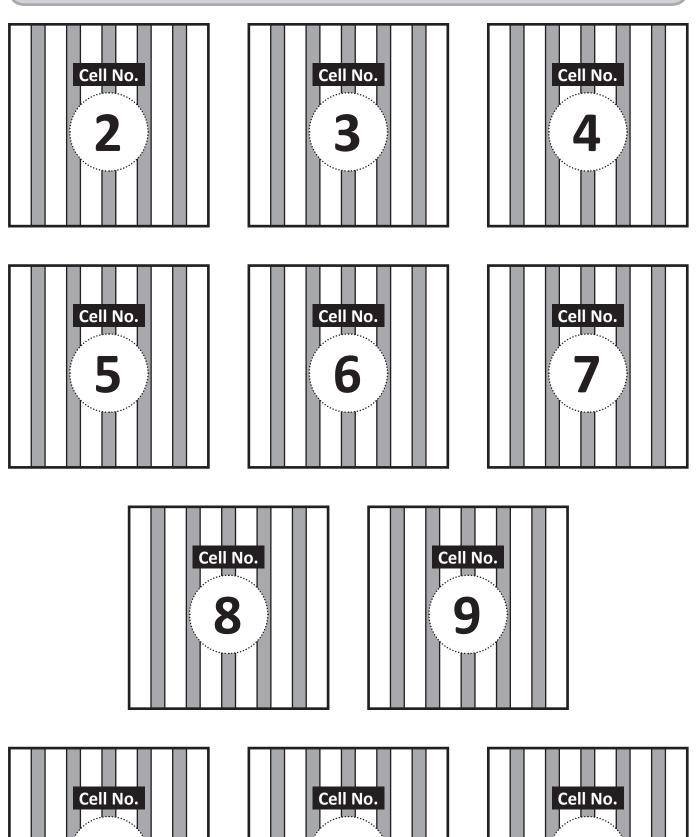
Play this game several times. Look at the numbers that have the most ticks. How can this help you place your counters better next time so that you have more chance of winning? Or is there a better way to find out expected outcomes for the total of the dice?



Roll and release

10

apply



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12

Data – asking questions and collecting data

Data is information. We collect data to help us find out about the world. Data can be in the form of numbers, words or pictures. We organise and record data so that we can look at it easily and learn more.

1 The type of question you ask guides the data results, so it's important to ask the right questions. Imagine that you are planning a birthday party and your mum says that you can serve either hot dogs or pizza. You decide to survey your guests before the party. Which question will get you the data that you need? Underline it.

What is your favourite food?

Do you prefer hot dogs or pizza?

For their end of season celebration, Adele's netball coach has said that the team can either go to the water slide park or go to the movies. Adele has to email her team mates to find out the most popular choice. She is about to email this question, 'What would you like to do for our end of season party?'

a What is wrong with asking this question?

b Write a better question for her to ask:

Here are three kids who are about the same age as you. Look at their answers. What questions were asked to get this data?

	Question	Jo	Jess	Max
а		spaghetti	hamburgers	chocolate
b		blue	pink	yellow
С		March	November	January



Data – asking questions and collecting data

4 Did you know that most peoples' eyes are either blue, brown or green? In this table, 4B collected data on the different coloured eyes in their class.

How many pairs of each eye colour are in 4B?						
Blue	6					
Brown	15					
Green	4					

What are some other questions that you can answer with this data? Think of two:

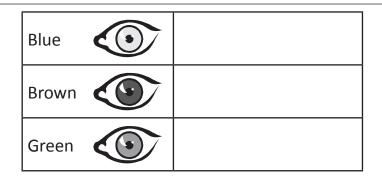
 1.

 2.

Now collect data on the different coloured eyes in your class and compare the data to 4B.

a Write a question above the data table as the heading.

5



b What is one statement you can make about the two data sets?



Data – tallies

The tally method is where we count in 5s. We put a stroke for each number and the fifth one is a line that goes diagonally through.

Find the total of each tally amount:

- ª ₩₩ ₩₩ ₩₩
- ##† ##† |||

2

ª ₩₩ ₩₩ ₩₩ ||

▶ ## ## ## ##

Molly is keeping a training diary where she records the laps she runs around the oval near her house. Redo this data using the tally method.

Molly's training		
Monday		
Wednesday		
Friday		

Μ	Iolly's training
Monday	
Wednesday	
Friday	

- 3 A movie theatre collected data on the number of kids and adults that attended a recent movie screening. A kid's ticket is all ages up to 15 and an adult's ticket is 16 and above.
 - a Count how many kids' tickets and how many adults' tickets were sold using the tally method in this table:

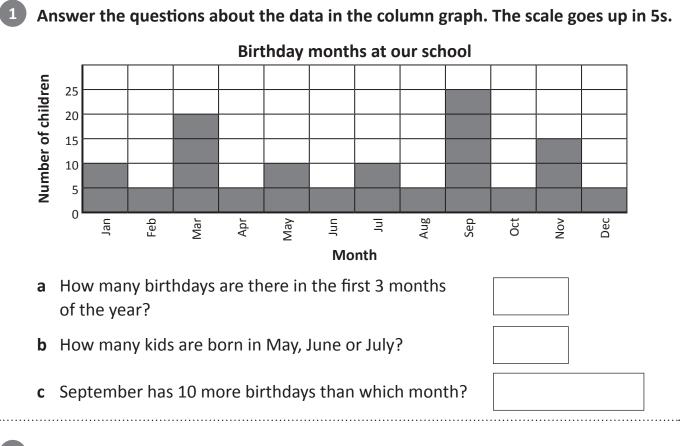
			Age	s of t	ticke	t bu	yers			
40	12	19	42	36	25	9	12	12	40	14
8	21	30	10	14	28	30	15	7	27	10
9	25	5	32	15	8	16	19	36	12	18

Type of ticket	Amount sold
Kids	
Adults	

b Why do you think they conducted this survey?



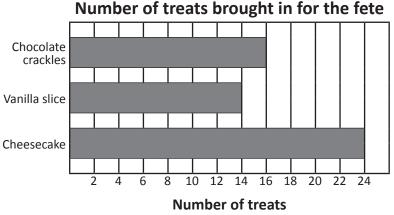
Column graphs are a clear way of showing and comparing data. There is a horizontal line that has the different categories and a vertical line that has the numbers, also known as the scale. There should always be a heading at the top so it is easy to see what the data is about.



Sometimes column graphs go vertically. This time the horizontal line has the scale and the vertical line has the different categories. This graph shows how many of each sweet treat was brought in for the school fete.

Notice how the scale goes

up in 2s.



Write something that this graph shows you:

Treats

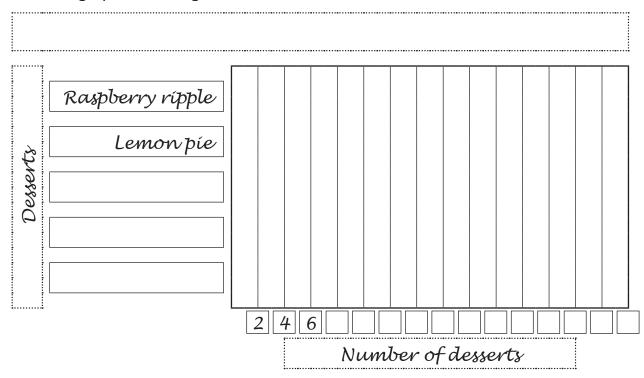


Data – column graphs

- **3** Jo from Jo-Jo's Cafe recorded the desserts that customers ordered over the weekend.
 - **a** Show the total of each dessert that was ordered in this table:

Dessert	Tally	Total
Rasberry ripple		
Lemon pie		
Banana split	HH HH	
Caramel swirl	JHT JHT JHT	
Cookie crunch		

b Show this data on the column graph below. Complete the scale and all the labels. Give the graph a heading.

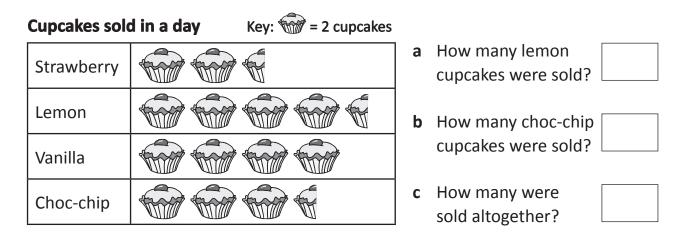


- c The most popular dessert was _____.
- **d** Cookie crunch was twice as popular as ______.
- **e** Jo wants to remove a dessert from the menu. Which one should she remove and why?



Picture graphs use pictures to show how many items are in each category. They have a title that tells us the data that has been collected. A key tells us the value of the symbol. In the first picture graph below, we can see that one whole cupcake stands for 2 actual cupcakes. Half a cupcake stands for 1.

This picture graph shows the amount of cupcakes sold in each flavour:



This picture graph shows the number of tickets sold each day in the week leading up to the Friday night school concert. Answer the questions that follow:

Tickets sold

	Kev	: 1	TICKET =	=	10	tickets
--	-----	-----	----------	---	----	---------

Monday	
Tuesday	
Wednesday	
Thursday	

- a How many tickets were sold on Monday night?
- **b** How many fewer tickets were sold on Tuesday night compared to Wednesday night?

	 	_

c 65 tickets were sold Thursday night, add this to the graph.



Data – picture graphs

3 Alexis and Xavier went to the zoo and counted the different animals that they saw. They saw 20 penguins, 16 chimpanzees, 24 flamingoes and 6 lions. Show this data in the picture graph below. Use for 4 animals. Add a heading.

	Key: • =
Penguins	
Chimpanzees	
Flamingoes	
Lions	

4 Here are the results of a charity drive where a group of kids worked together to sell cookies to raise money for the homeless. Help them turn the tally data into a picture graph to present in assembly. Use for 4 boxes of cookies. Add a heading.

Max	
Harley	
Sara	
Christie	HHT

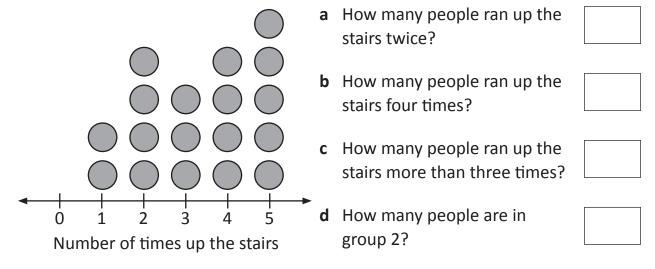
	Key: =
Max	
Harley	
Sara	
Christie	



A dot plot uses a number line where the numbers are the categories. The dots show the amount in each category.

Two groups competed to see how many times they could run up and down a flight of stairs. Here are the results for Group 2. Answer the questions below:

Group 2 stairs results

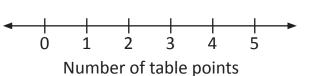


Ellie kept a record of the number of weekly table points her group scored over the term. Present this data as a dot plot.





- a In this class, if a table earns
 5 points in a week they get
 extra play time. How many
 times did Ellie's group get
 extra play time over the term?
- **b** How many weeks are there in the school term that this data is for?





A two-way table can show a lot of information in a small space. Look at this two-way table that organises information about shapes.					
	Is symmetrical	Is not symmetrical			
Has 4 sides					
Does not have 4 sides	\bigcirc \bigcirc	\leq			

1 Two families went on holiday to Dream Land. Organise this information in the two-way table below:

- Mel went on the mega drop twice but did not go on the dodgem cars.
- Lily screamed the loudest on the mega drop and shared the dodgem car ride with her brother.
- Harley was too short to go on the mega drop but loved the dodgem cars.
- Tash was persuaded by her friend Bec to go with her on both the mega drop and the dodgems.
- Ben was sick so he had to stay home with his Gran.

_	Did not go on mega drop	Went on mega drop
Went on dodgem cars		
Did not go on dodgem cars		

.....

Sort this data in the two-way table below. You will need to label the columns and the rows. One column is labelled for you.

- 15 people like strawberries but not bananas.
- 26 people like both strawberries and bananas.
- 18 people like bananas but not strawberries.
- 8 people like neither strawberries or bananas.

 Líke strawberries	



Data – two-way tables

3 Sort the data in the two-way tables below:

a 53 100 28 25 36 80 33 60 75 81

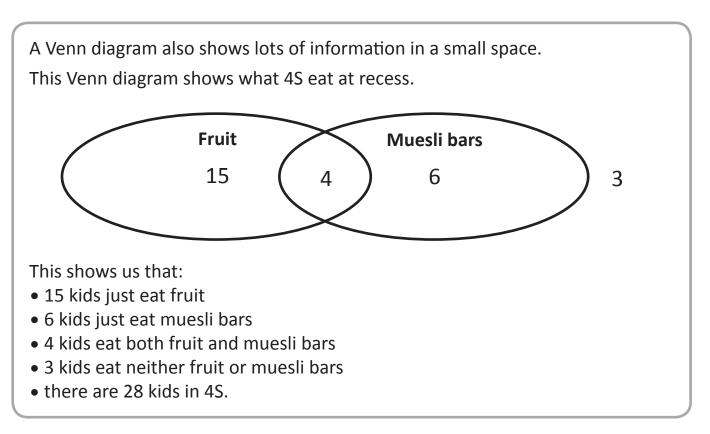
	Multiple of 4	Not multiple of 4
Less than 50		
Not less than 50		

b	40	6	51	25	12	60	20	27	50	24
b	40	0	54	25	12	60	29	52	50	24

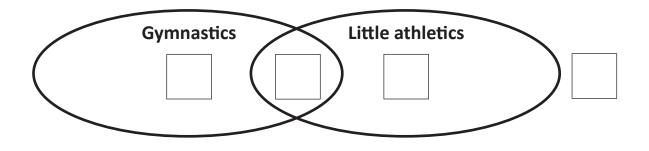
	Divisible by 6	Not divisible by 6
Greater than 36		
Not greater than 36		



Data – Venn diagrams



1 Use the clues listed to complete the Venn diagram:



Clues:

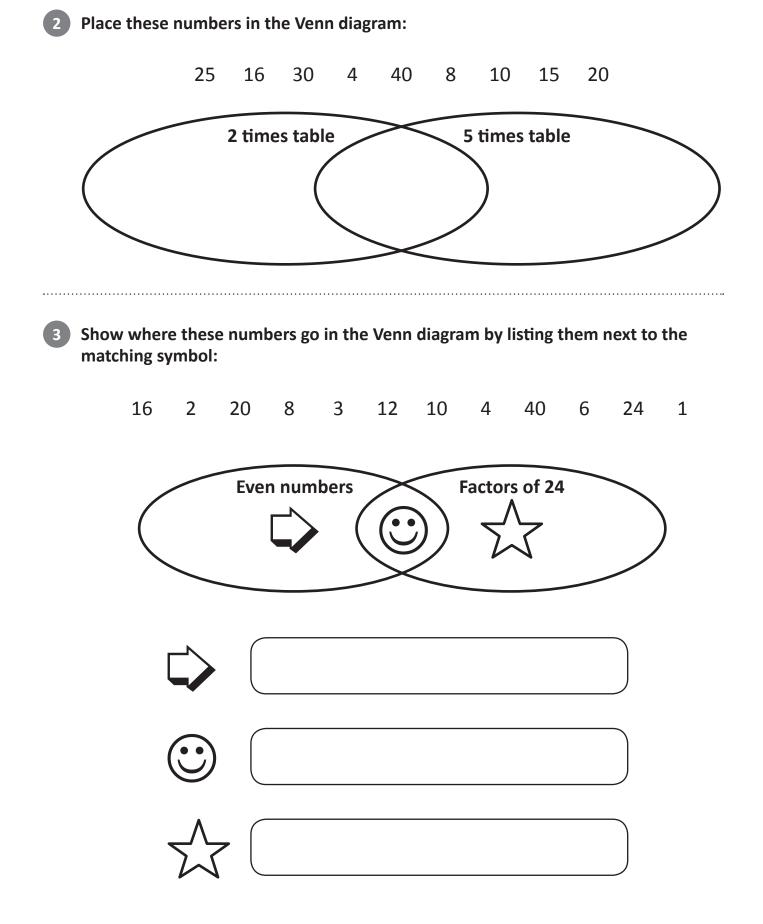
30 kids were surveyed about which after-school activity they would prefer, gymnastics or little athletics.

- 10 kids want to do both
- 5 kids don't want to do either sport
- 8 kids want to do gymnastics.

We haven't said how many just wanted to do little athletics but you can work it out from the clues.



Data – Venn diagrams





Data – surveys

1 A group of your friends are keen to start training for the sports carnival at lunch times. You would like to start a club where you can share healthy eating plans and training tips. If you get enough interest, Mr Gain has said he will let you have the assembly hall on Wednesdays. However, he wants you to show him carefully presented data such as how many kids are interested and what grade they are in.

Use a software program to prepare a survey and present your results.

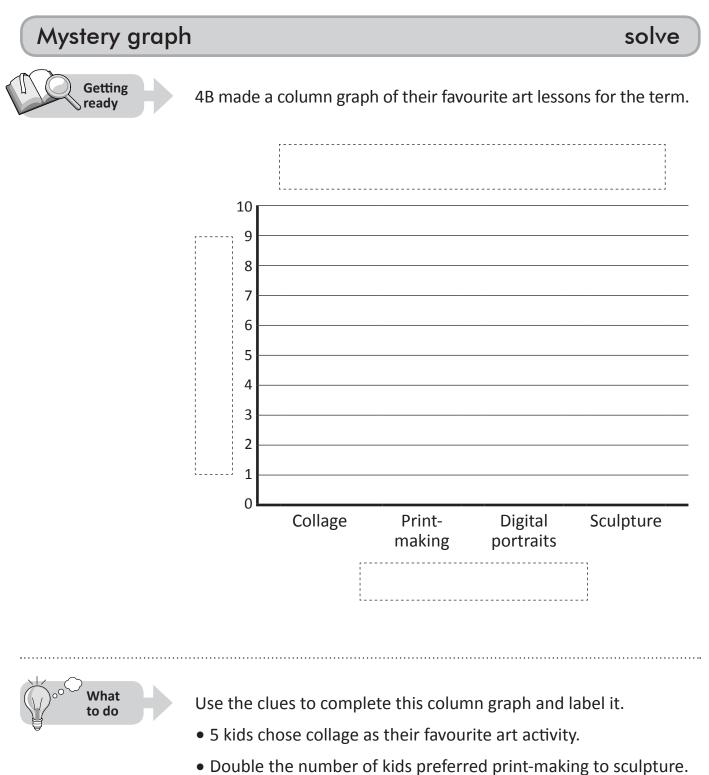
a Design a question.

Question _____

b Collect the data.

c Present your findings in a column graph.





- Double the number of kids preferred print making to sea
- 4 more kids chose digital portraits than collage.
- 1 less kid chose print-making than digital portraits.

