### WAMC Lab Template

Math Concept(s): Reason Quantitatively And Solve Problems /Probability Source / Text: Cord Algebra 1 Developed by: Josh Golob and Sue Bettinger E-Mail: Date: Sur

Date: Summer In-service 2013

### The following documents are attached:

Lab Instructions

Student Handout(s)

Data collection sheet, paper (graph?) to document results Rubric and/or Assessment Tool Formative through observations Summative through exit slips

### Short Description (Be sure to include where in your instruction this lab takes place):

Students are placed into groups of 3. Each student takes a turn rolling first a single and then a pair of dice and enters their results on their handout(s). This is repeated 12 times until each student has had a chance to roll the dice 12 times. Students create a histogram (example on student handout) and then find their outcomes of probability. Compare their results with actual probability.

### <u>Lab Plan</u>

Lab Title: A Roll of the Dice – A Game of Probability

Prerequisite skills: Graphing & data taking

Lab objective:

Summarize and interpret data collected while rolling dice a set number of times.

Standards:

S-ID-1

 Summarize, represent, and interpret data on a single count or measurement variable Represent data with plots on the real number line (dot plots, histograms and box plots).

S-IC-1

- Making Inferences and Justifying Conclusions Understand statistics as a process for making inferences about populations parameters based on a random sample from that population
- Understand and evaluate random processes underlying statistical experiments
- Use probability to evaluate outcomes of decisions
- S-MD-5-A
  - Weigh the possible outcomes of a decision by assigning probabilities to payoff values and finding expected values.
    - Find the expected payoff for a game of chance.

Standards for Mathematical Practice:

- Make sense of problems and persevere in solving them.
- Attend to precision

State Standards addressed (2008 Washington State Mathematics Standards):

A1.6.A Use and evaluate the accuracy of summary statistics to describe and compare data sets.

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A1.6.B Make valid inferences and draw conclusions based on data.

A1.6.C Describe how linear transformations affect the center and spread of univariate data.

A1.6.D Find the equation of a linear function that best fits bivariate data that are linearly related, interpret the slope and y intercept of the line, and use the equation to make predictions. Reading:

- 1. The student understands and uses different skills and strategies to read.
- 2. The student understands the meaning of what is read.
- 3. The student reads different materials for a variety of purposes.

Writing:

- 3. The student writes clearly and effectively.
- 4. The student analyzes and evaluates the effectiveness of written work.

### Leadership/21st Century Skills:



### Teacher Preparation: (What materials and set-up are required for this lab?)

Materials

- Student handout
- a set of dice per group
- calculator

Set-Up Required:

• Typical classroom setup

### Lab Organization Strategies:

Grouping/Leadership/Presentation Opportunities:

• Students working in groups provide opportunities for collaboration and natural leadership roles to emerge.

Cooperative Learning:

Students must work cooperatively in order to produce effective results
Expectations:

- Students can figure out and discuss their estimated and actual statistics from the lab.
- Timeline: 50 minutes

### Post Lab Follow-Up/conclusions:

Discuss real world application of learning from lab

Make decisions based on high probability versus guessing

# **Career Applications**

• Gaming industry, financial analyst, accounting

## Optional or Extension Activities

- Provide additional 20-sided dice for further studies to students requiring extended learning opportunities.
- Determine probability of winning the lottery, hitting a slot machine jackpot etc.
- Provide additional opportunities to practice skills using other dice games i.e yatsee etc.

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