

Outcomes and Events

Learning Targets

- Identify Outcomes
- Identify Favorable Outcomes
- Counting Favorable Outcomes

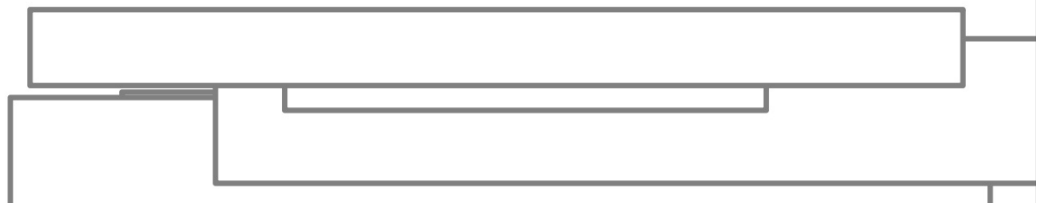
Important Vocabulary

Experiment: An investigation or procedure
(rolling dice, spinning a spinner, etc.)

Outcome: The possible results of an experiment
(roll a 1, 2, 3, 4, 5, or 6)

Event: A collection of one or more outcomes
(rolling an even number)

Favorable Outcome: A specific event
(choosing a blue marble from a bag)



Identifying Outcomes



You roll the number cube.

a. What are the possible outcomes?

- The six possible outcomes are rolling a 1, 2, 3, 4, 5, and 6.

b. What are the favorable outcomes of rolling an even number?

even	not even
2, 4, 6	1, 3, 5

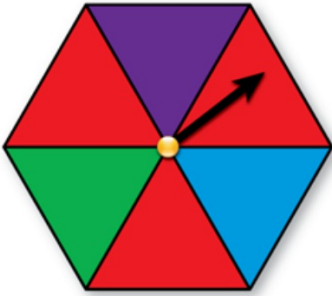
- The favorable outcomes of the event are rolling a 2, 4, and 6.

c. What are the favorable outcomes of rolling a number greater than 5?

greater than 5	not greater than 5
6	1, 2, 3, 4, 5

- The favorable outcome of the event is rolling a 6.

Counting Outcomes



You spin the spinner.

a. How many possible outcomes are there?

The spinner has 6 sections. So, there are 6 possible outcomes.

b. In how many ways can spinning red occur?

The spinner has 3 red sections. So, spinning red can occur in 3 ways.

c. In how many ways can spinning *not* purple occur? What are the favorable outcomes of spinning *not* purple?

The spinner has 5 sections that are *not* purple. So, spinning *not* purple can occur in 5 ways.

On Your Own

1. You randomly choose a letter from a hat that contains the letters A through K.
 - a. What are the possible outcomes?
A, B, C, D, E, F, G, H, I,
J, K
 - b. What are the favorable outcomes of choosing a vowel?
A, E, I

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On Your Own

2. You randomly choose a marble.



- a. How many possible outcomes are there? 8 outcomes
- b. In how many ways can choosing blue occur? 2 ways
- c. In how many ways can choosing *not* yellow occur? What are the favorable outcomes of choosing *not* yellow?
5 ways; blue, blue, red, green, purple

Homework

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