Math 7 Strategies 1

Pletcher
Week Sept 30-Oct 11 Probability

Unit Objectives - Math 7 PSSA

ASSESSMENT ANCHOR			
M07.D-S.3	Investigate chance processes and develop, use, and evaluate probability models.		
	DESCRIPTOR		**ELIGIBLE CONTENT**
M07.D-S.3.1	Predict or determine the likelihood of outcomes.	**M07.D-S.3.1.1**	Predict or determine whether some outcomes are certain, more likely, less likely, equally likely, or impossible (i.e., a probability near 0 indicates an unlikely event, a probability around 1/2 indicates an event that is neither unlikely nor likely, and a probability near 1 indicates a likely event).

ASSESSMENT ANCHOR			
M07.D-S.3	Investigate chance processes and develop, use, and evaluate probability models.		
	DESCRIPTOR		**ELIGIBLE CONTENT**
M07.D-S.3.2	Use probability to predict outcomes.	**M07.D-S.3.2.1**	Determine the probability of a chance event given relative frequency. Predict the approximate relative frequency given the probability. *Example: When rolling a number cube 600 times, predict that a 3 or 6 would be rolled roughly 200 times but probably not exactly 200 times.*
		M07.D-S.3.2.2	Find the probability of a simple event, including the probability of a simple event **not** occurring. *Example: What is the probability of **not** rolling a 1 on a number cube?*
		M07.D-S.3.2.3	Find probabilities of independent compound events using organized lists, tables, tree diagrams, and simulation.

WeekOct 7-11

Monday - Mrs. Pletcher is in meeting so report to person listed on the door.

Students will work on the probability assignment off studyisland.com

Tuesday

- Open with doing the next slide from PSSA sampler
- Use a handout from student's incorrect studyisland sessions over the last two days to review notes. The emphasis will be on detecting important facts from long readings for solving problem.

Wednesday - Mrs. Pletcher maybe still in meeting so report to Mrs. Letizia's class to continue work on probability sections from studyisland.. Then return to work on Bingo Probability FAL pretask shown in a few slides..

Thursday - Play the "Horse Race" Probability game.

Friday - Mrs. Pletcher is in meeting so report to Mrs. Lambert;s roomr.

Students complete the Lumo Book Lessons 5 & 6 of Statistics/Probability Unit. Use the bubble sheets in folder to show work and answers.

2022 - Tuesday's opener

PSSA MATHEMATICS GRADE 7

14. Mr. Eliaz randomly selects a student from his algebra class each day. Each student is equally likely to be selected. There is an equal number of male and female students in his class. On Monday, Tuesday, Wednesday, and Thursday of this week, the randomly selected student is a male student. Which statement **best** describes the probability Mr. Eliaz selects a male student on Friday?

A. The probability Mr. Eliaz selects a male student on Friday is the same as it was on each of the other days.

B. The probability Mr. Eliaz selects a male student on Friday is less than it was on other days because he has already selected a male student 4 days in a row.

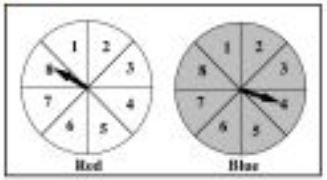
C. The probability Mr. Eliaz selects a male student on Friday is greater than it was on other days because he has already selected a male student 4 days in a row.

D. The probability Mr. Eliaz selects a male student on Friday is impossible to determine without knowing how many students are in his class.

Wednesday/Thursday- Analyzing Games of Chance

Spinner Bingo

Sally has made a Spinner Bingo game for her class.



Write down 9 different numbers on your card.

I will spin both spinners and add up the two numbers I get.
If you have that total on your Bingo card, you cross it off.
The first person to cross off all the numbers wins the prize.

Here are three Bingo cards the players made:

Card A		
4	13	5
12	9	6
8	11	15

Card B		
14	6	17
7	10	4
1	15	12

Card C		
5	15	4
14	3	16
2	13	10

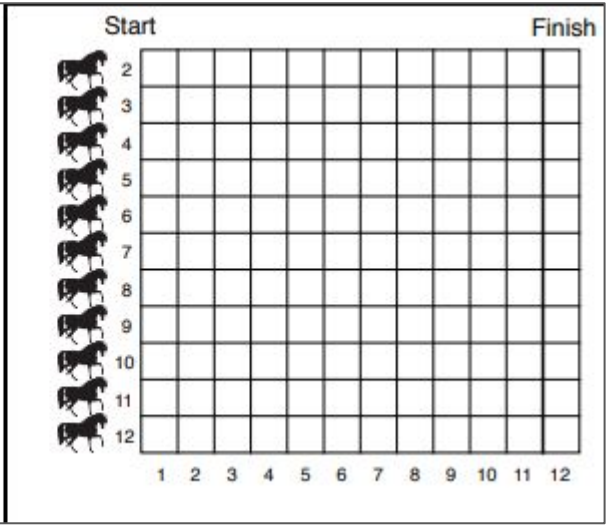
1. Which card has the best possible chance of winning? Give reasons for your answer.

Eleven horses enter a race. The first one to pass the finish line wins.

Place counters on the starting squares labeled 2 to 12.

Roll the two dice and add the scores. The horse with that number moves one square forward. Keep rolling the dice. The horse that is first past the finishing line wins.

Stop rolling when the first horse wins and record the position of all the horses on your recording sheet.



Lumo Lessons Practice - Friday