

Math Strategies 1

Q3 - Pletcher
2024

GOOGLE Classroom JOIN : [dj3ohyo](#)

Display

Week March 11-15, 2024 Compound Probability Practice

A - Monday: Finish **NOTES** using last weeks group session packet using studyisland.com to record previous answers and new answers from packet.

B-Tuesday: Quiz Session on studyisland for **practice** - teacher selected + timed

A - Wednesday - Review **Missed** questions and check notes for test

B- Thursday - SPECIAL - Pi Day celebration

A --Friday - **TEST** on probability

Thursday PI DAY 3.14 Celebration

- The Pi Song: <https://www.youtube.com/watch?v=3HRkKznJoZAH>
- Website for MILLION digits of PI: <https://www.piday.org/million/>
- Take the quiz
- The reading of Sir Cumference and the Dragon of Pi
<https://www.youtube.com/watch?v=39aknOrsnbs>
- History video: <https://www.youtube.com/watch?v=1-JAx3nUwms>
- Bonus points:
 - Most recited values of PI (1st = 2 pts, 2nd = 1 pt)
 - Bring in edible PI items - discretion of Mrs. Pletcher see list

7th grade PSSA - Overview ---

This is expected to be covered the second part of Q3.

Unit Objectives - Math 7 PSSA

ASSESSMENT ANCHOR

M07.D-S.3 Investigate chance processes and develop, use, and evaluate probability models.

DESCRIPTOR

M07.D-S.3.1 Predict or determine the likelihood of outcomes.

ELIGIBLE CONTENT

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 $\frac{1}{2}$ 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

M07.D-S.3.2 Use probability to predict outcomes.

ELIGIBLE CONTENT

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.