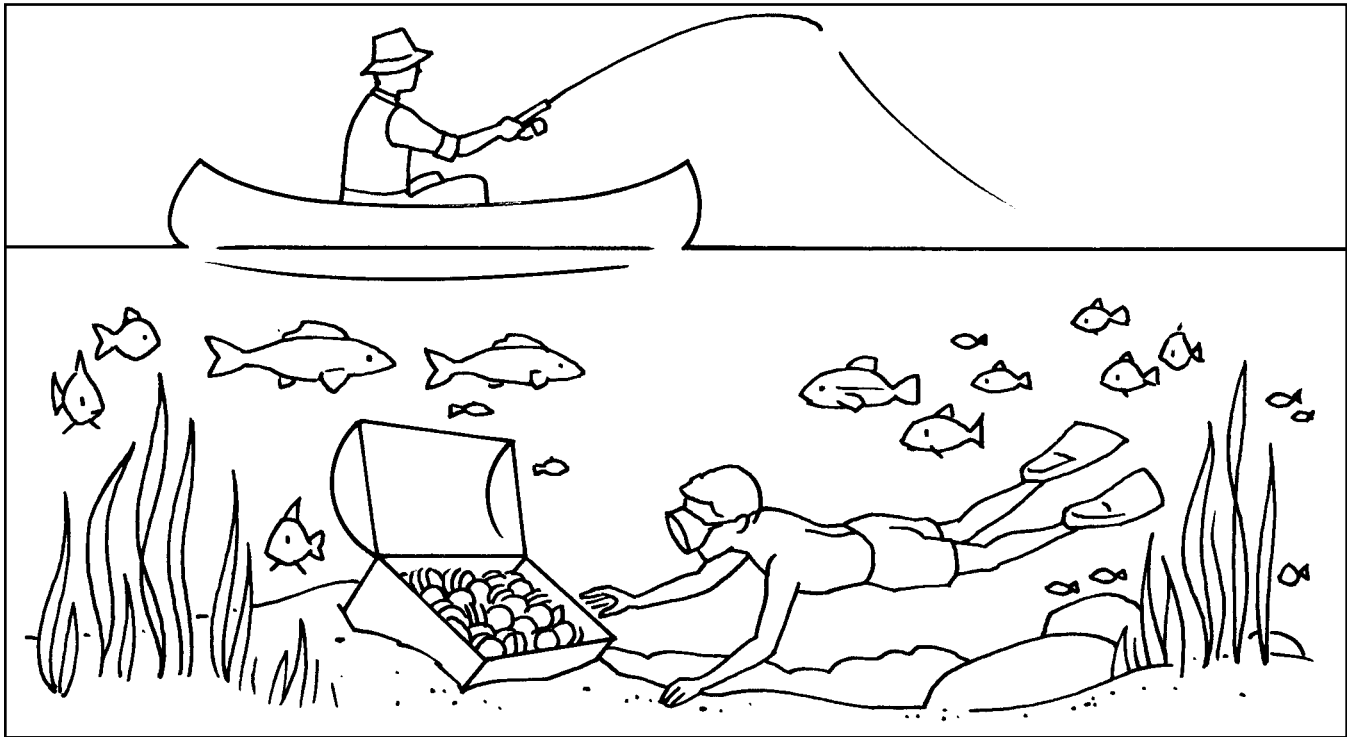


Showing Probability in Three Ways

Hal has gone fishing for the day. There are 7 carp (non-edible), 9 mackerel, 38 trout, and 46 catfish in the lake. Assume he catches one fish at random. While he is fishing, his son Peter goes diving for lost treasures. He reaches into the treasure chest and randomly chooses a coin. In the treasure chest, there are 16 tin, 12 titanium, 10 bronze, 8 copper, 3 silver, and 1 gold coins. Only the gold and titanium coins are still shiny. Only the gold, silver, copper, bronze, and titanium coins are valuable.



Directions: Use the information on how to show probability as a fraction, decimal, and percent on page 9 to help predict the outcomes below.

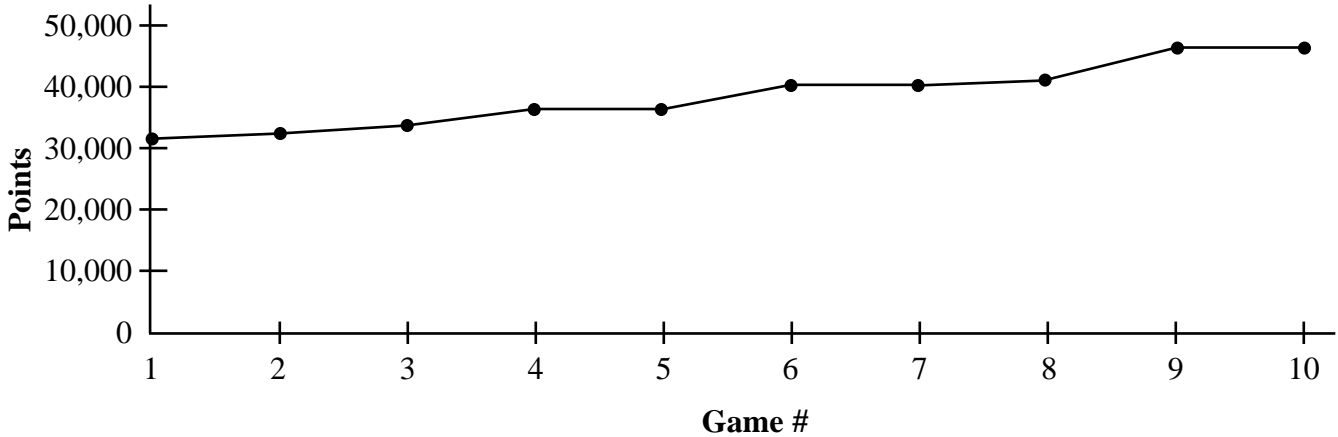
	Fraction	Decimal	Percent
1. Hal catches a catfish.	_____	_____	_____
2. Hal catches a non-edible fish.	_____	_____	_____
3. Hal catches a two-syllable fish.	_____	_____	_____
4. Peter selects the gold coin.	_____	_____	_____
5. Peter selects a valuable coin.	_____	_____	_____
6. Peter selects a copper coin.	_____	_____	_____
7. Which fish is Hal least likely to catch? _____			
8. Which coin is Peter most likely to grab? _____			

Making Predictions with Different Data

Directions: Use the data from the graphs below to answer the questions that follow.

Hillary is very proud of herself when she wins the electronic game that she plays. The line graph below shows her progress as she plays the game again and again.

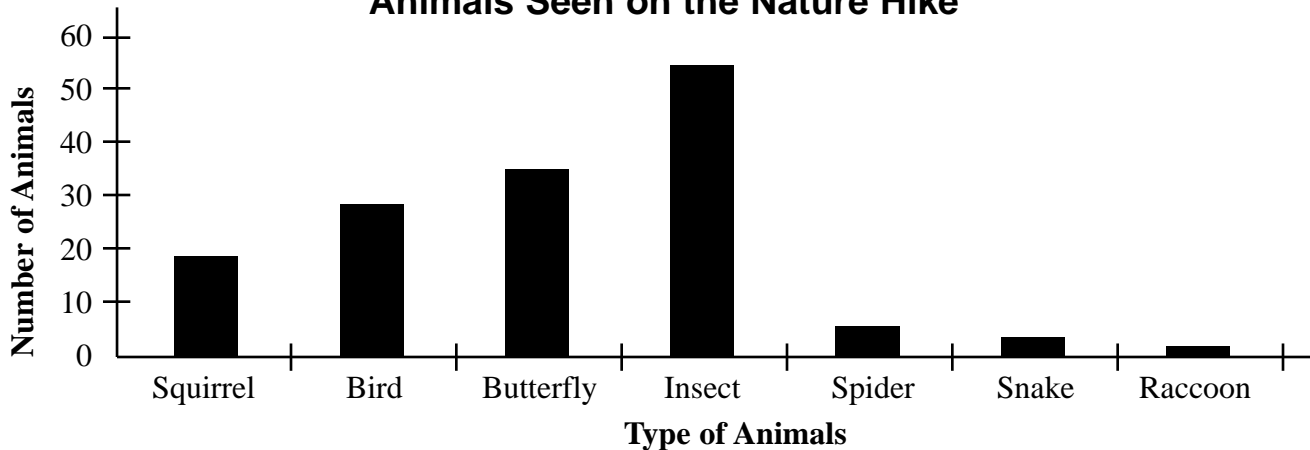
Hillary's Electronic Game Scores



1. How do Hillary's scores compare from game to game? _____
2. Would Hillary's score be likely or unlikely to go up in the next game? _____
3. What numerical value would you give to the probability that Hillary will score over 20,000 points during her next play? _____

Mrs. Johnson's class is on a nature hike at school. She shared a graph with her students that her previous class had made.

Animals Seen on the Nature Hike



4. Using the information from the above graph, which animal can Mrs. Johnson's class expect to see the most of? _____
5. What numerical value would you give to the probability that the class will see a snake?
