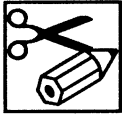


Probability and Prediction

Leader



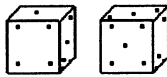
Learn how probability describes special events (or experiments) and how to predict an event on the basis of its *probability*.



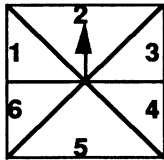
You will need:

- A pair of dice, *or*
- A spinner, *or*
- A bag of 12 lima beans

Dice Use a pair of dice, or make a pair from tagboard, or foam. (A pattern for cardboard cubes is given on page the Materials Page) Then, label the cubes as shown, (from 1 to 6):



Spinners Make a spinner as shown:



The pointer is a paper-clip which is spun around the pencil held vertically.

Bag of Beans



Place 12 lima beans (equal sizes, or nearly) in a bag or a glass or cup. One side of each lima bean should be painted a bright color, red, perhaps.)



Do this:

- Whichever tool is used, the players (one or two) play a game as described.
- If a spinner is used, two turns are needed each time, so that the numbers can be added, to check their sum on the grid.
- If the lima beans are used, each “shake” of the container must result in shaking out all the beans.
- The score to be recorded is to be the number of painted sides that show up.



Probability and Prediction

