Carnival Game Tycoon Lecture Notes: Lesson 1
Name:_____
Delta College STEM Explorer
Hour:_____

   I.   **Introduction to Probability**
         Defined: Probability is the study of _____.
      A. Early Mathematicians: _____ and _____.
         1. Desired to use concepts of _____ to make _____.
         2. Probability is represented as a _____ and a _____.
         3. _____= impossible, _____=certainty
      B. Random Events
         1. A _____ _____ is any activity with ____ or more possible outcomes in which there is _____ about which will occur.
         2. _____ basic chance experiments: a _____ flip, a _____ of a die, and picking a _____ from a deck.

   ●   Activity 1: Coin Flip

         3. Sample Space: A set of _____ possible _____ in a chance experiment.
            a. Coin Flip:

            b. Rolling a Die:

            c. Card Draw:

         4. _____: a _____ of outcomes from a sample space.
            a. Ex. _____ on a coin flip.
            b. Ex. Rolling a _____ on a die.
            c. Ex. Picking a _____ _____ from a full deck of cards.

II.   **Calculating _____ _____.**

A. If all the outcomes in a sample space (S) are _____

_____, then the probability (P) of the event E is:

_____

B. Examples: Probability of:

1. tails on a coin flip:

2. 6 on a coin roll:

3. Ace of Spades on a card draw:

4. 1 or 2 on a die roll:

5. Face card on a draw:

Remember: The _____ we get to _____, the higher the likelihood of the event.