

Learning Targets

Lesson 1 Up to Chance

- I can find or estimate probability using a model or data from a chance experiment.
- I can identify chance experiments.

Lesson 2 Playing with Probability

- I can find the sample space for chance experiments.
- I can model situations using probability.
- I can use sample space to calculate probability.

Lesson 3 Sample Spaces

- I can create organized lists, tables, and tree diagrams and use them to calculate probabilities.

Lesson 4 Tables of Relative Frequencies

- I can use information in a two-way table to find relative frequencies and to estimate probability.

Lesson 5 Combining Events

- I can use tables and Venn diagrams to represent sample spaces and to find probabilities.

Lesson 6 The Addition Rule

- I can use the addition rule to find probabilities.

Lesson 7 Related Events

- I can explain the difference between dependent and independent events.

Lesson 8 Conditional Probability

- I can use the multiplication rule $P(A \text{ and } B) = P(A | B) \cdot P(B)$ to find conditional probabilities.

Lesson 9 Using Tables for Conditional Probability

- I can estimate probabilities, including conditional probabilities, from two-way tables.
- I can use probabilities and conditional probabilities to decide if events are independent.

Lesson 10 Using Probability to Determine Whether Events Are Independent

- I can collect data and use it to estimate probabilities.
- I can use probabilities to decide if events are independent.



Lesson 11 Probabilities in Games

- I can describe two events that might be dependent then collect data to decide whether the events are dependent.
- I can use probability to improve my intuition about a situation.

