

**Mrs. Logan Advanced Math**  
**Week 23: February 5-9**

**Module 6: Probability and Statistics**  
**Topic A: Calculating and Interpreting Probabilities**  
**Topic B: Estimating Probabilities**

	Monday February 5th	Tuesday February 6th	Wednesday February 7th	Thursday February 8th	Friday February 9th
Lesson	Module 6 Topic A Quiz	Lesson 6: The Law of Large Numbers	Lesson 7: Picking Blue	Lesson 8: Probability Simulations	Lesson 9: Simulations with Random Number Tables
Pages	5-89	93-105	107-117	119-131	133-146
We will...	interpret the results of chance experiments and calculate probabilities.	continue to explore the relationship between empirical probability and theoretical probability in a chance experiment.	use empirical probabilities to create a probability model that will help us choose a bucket.	explore a process to determine an empirical probability for problems that are challenging to find theoretical probability or conduct the chance experiment	look at tools we can use to design simulations.
Bell Ringer	Quiz Prep	One Die Sprint	Rules of the Game	Probability Simulations	Tools for Simulation
Exit Ticket	Quiz Feedback	Flipping a Coin	Theoretical Probability	Scoring a Soccer Goal	Safety Patrol
I will...	understand and complete probability problems including likelihood, empirical probability and theoretical probability.	use empirical probability to estimate theoretical probability.	use empirical probabilities to create a probability model.	use a simulation to generate empirical probabilities for events.	conduct simulations with a random number table.
Reminders		Sprint for a grade-quality over quantity.			Module 6 Topic B Quiz on Friday 2/16

**State Standards**

- 7.SP.C.5 Understand that the probability of a chance event is a number between 0 and 1 that expresses the likelihood of the event occurring. Larger numbers indicate greater likelihood. 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.
- 7.SP.C.6 Approximate the probability of a chance event by collecting data on the chance process that produces it and observing its long-run relative frequency, and predict the approximate relative frequency given the probability.
- 7.SP.C.7.a Develop a uniform probability model by assigning equal probability to all outcomes, and use the model to determine probabilities of events.
- 7.SP.C.8.a Understand that, just as with simple events, the probability of a compound event is the fraction of outcomes in the sample space for which the compound event occurs.

7.SP.C.8.b Represent sample spaces for compound events using methods such as organized lists, tables and tree diagrams.

7.SP.C.7.b Develop a probability model (which may not be uniform) by observing frequencies in data generated from a chance process.

7.SP.C.8.c Design and use a simulation to generate frequencies for compound events.