Frequency and Probability

Event Being Measured: _____

Instructions: Choose a way of getting random results, liking rolling dice, drawing cards, or flipping a coin. In the first column, write all the possible results, each in its own row! For a die roll, there are six possibilities: {1, 2, 3, 4, 5, 6}, so you would use six rows to keep track of your results. A coin flip has only two possible results. Uno cards have 15 possible results: {0, 1, 2, 3, 4, 5, 6, 7, 8, 9, +2, Wild +4, Skip, Reverse, Wild}. Try your event 100 times! Take tally marks of how often you get each result. Write the number of tally marks in the Frequency column, and then estimate its probability: what percentage of the time does each result seem to happen?

Result	Tally	Frequency	Probability

Frequency and Probability: **Example**

Event Being Measured: _Six-Sided Dice_

Result	Tally	Frequency	Probability
1	𝍸𝍸 𝍸𝍸 𝍸𝍸 //	17	~0.17
2	𝍸𝍸 𝍸𝍸 𝍸𝍸 /	16	~0.17
3	𝍸𝍸 𝍸𝍸 ////	14	~0.17
4	𝍸𝍸 𝍸𝍸 𝍸𝍸 //	17	~0.17
5	𝍸𝍸 𝍸𝍸 𝍸𝍸 𝍸𝍸	20	~0.17
6	𝍸𝍸 𝍸𝍸 𝍸𝍸 /	16	~0.17