

Unit 7: Probability

Content Area:	Math
Course(s):	Math
Time Period:	March
Length:	3-4 weeks
Status:	Published

Enduring Understandings

SWBAT:

- Identify the possible outcomes of a situation.
- Explain the meaning of experimental and theoretical probability.
- Make predictions using probabilities.
- Solve real-life problems using probability.

Essential Questions

How can we:

- Understand how the probability of an event indicates its likelihood
 - Find the sample space of an experiment.
 - Use probability and relative frequency to describe the likelihood of an event.
 - Use relative frequency to make predictions
- Develop probability models using experimental and theoretical probability
 - Explain the meanings of experimental and theoretical probabilities.
 - Find experimental and theoretical probabilities.
 - Compare experimental and theoretical probabilities.
 - Use simulations to find experimental probabilities
- Find sample spaces and probabilities of compound events
 - Find the sample space of two or more events.
 - Find the total number of possible outcomes of two or more events.
 - Find probabilities of compound events
- Design and use simulations to find probabilities of compound events
 - Design a simulation to model a real-life situation.
 - Recognize favorable outcomes in a simulation.
 - Use simulations to find experimental probabilities

Benchmark Assessments

Schoolwide Benchmark assessments:

- Linkit Benchmarks (Form A in September, Form B in January, Form C in June): Linked to NJSLA standards

Additional Benchmarks used in this unit:

- IXL Diagnostic + continued practice during IXL periods

Formative Assessments

Formative Assessments used in this unit:

- Kahoot! Games
- Quizizz Games
- Homework
- Q & A
- Scavenger Hunts
- Coloring Activities
- Task Cards
- Partner Activities

Summative Assessments

Summative assessments for this unit:

- Chapter Test
- Quizzes

Instructional Materials

1. Big Ideas Math: Math & You 6th Grade Textbook
2. Quizizz
3. Kahoot!

4. Scavenger Hunts
5. Task Cards
6. Coloring Activities
7. GimKit

Standards
