

# **Outcomes of Independent Events**

#### MathLinks 8, pages 419-425

#### **Suggested Timing**

80–100 minutes

#### Materials

- ruler
- nine small pieces of paper
- coloured pencils
- coloured counters
- manipulatives including coins, six-sided dice, four-sided dice, spinners, marbles, bags, and playing cards (optional)
- craft sticks

#### **Blackline Masters**

BLM 11–3 Chapter 11 Warm-Up BLM 11–7 Section 11.2 Extra Practice BLM 11–8 Section 11.2 Math Link

#### **Mathematical Processes**

- Communication (C)
- ✓ Connections (CN)
- Mental Mathematics and Estimation (ME)
- Problem Solving (PS)
- 🖌 Reasoning (R)
- Technology (T)
- ✓ Visualization (V)

#### **Specific Outcomes**

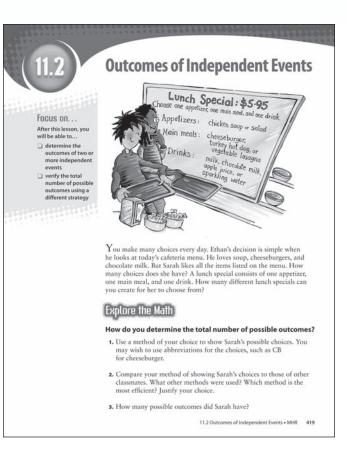
**SP2** Solve problems involving the probability of independent events.

Category	Question Numbers
Essential (minimum questions to cover the outcomes)	1-3, 5, 7, 10, Math Link
Typical	1–3, 5, 7–12, Math Link
Extension/Enrichment	1, 2, 10–16, Math Link

# **Planning Notes**

Have students complete the warm-up questions on **BLM 11–3 Chapter 11 Warm-Up** to reinforce material learned in previous sections.

As a class, read and discuss the information about lunch specials as an introduction to the Explore the Math.

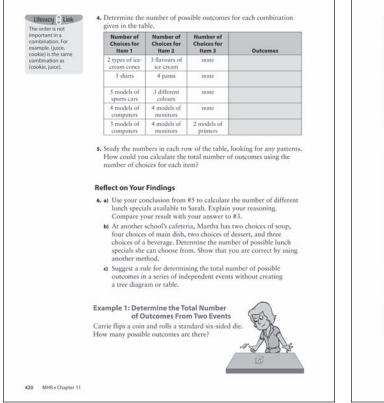


**Literacy Link** Direct students to the Literacy Link on page 420, which explains that order is not important in a combination.

# Explore the Math

In this exploration, students use multiplication to determine the total number of possible outcomes when two or more independent events occur. Focus on counting the number of possible outcomes for each event, and on how the product relates to the total number of possible combinations. Tree diagrams are effective visual tools to show how all of the combinations can be counted.

Throughout this section, students are asked to use two or three methods (i.e., tree diagrams, tables, multiplication) to determine the number of possible outcomes.



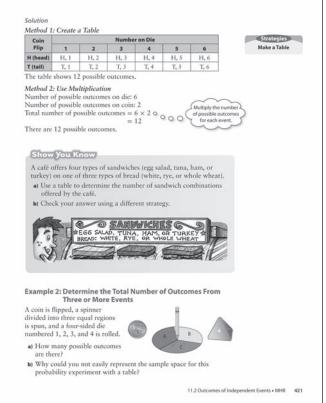
**Method 1** Have students work in pairs or small groups. Ask them to consider what methods they could use to show the possible choices, choose the one that they think works best, and try it. Have students present their methods to the class Ask:

- What are the advantages of this method of showing possible choices?
- What are the disadvantages?
- Are there other methods? (Discuss them.)
- Which method is the most efficient for this type of problem? Justify your thinking.

Suggest that students use the method that the class decided was the most efficient, or a method of their choice, to answer #4. Alternatively, they may wish to use different methods of showing possible outcomes for each row.

Challenge students to organize the data they are developing so that they can easily identify any patterns. You may wish to ask some students how the table on page 420 could help them organize their data.

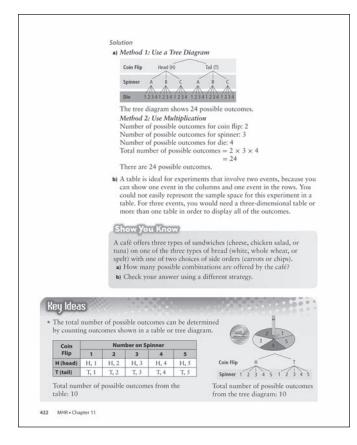
Working with small groups and then the large group, have students develop generalizations about how they could calculate the number of outcomes in any experiment without writing down every possible outcome. Discuss their ideas. Have them test each one. Which ideas work for all of the situations in the table? Which do not?



**Method 2** Have concrete and kinesthetic learners work in pairs to write each menu choice on separate pieces of paper and then use the choices to help them determine the possible outcomes on a tree diagram or in a table. Visual learners may benefit from using different coloured pencils to set up the sample space so they can quickly see the different combinations. For #4, allow students to use different coloured counters to represent each situation to help them visualize the answers.

# **Example 1**

This example illustrates two methods (creating a table and using multiplication) to determine the number of outcomes from two events. Work through the solution with the class. Ensure that students understand that the numbers they multiply are the number of possible outcomes from each event. On an overhead copy of the table, consider displaying two coins and six dice (one in each corresponding cell of the table) that show the number of possible outcomes to help students' understanding. Have students consider that calculating the total number of outcomes from a table is similar to using an area model to calculate area; i.e., multiply the number of rows (length) by the number of columns (width).



# Example 2

This example illustrates using multiplication to determine the number of outcomes from three or more events. Work through the solution as a class. For part a), you might ask students to create a table to verify the answer. They should quickly notice that it is impossible to represent three events using a table unless you use a three-dimensional table. For more than two independent events, multiplying the number of possible outcomes for each event is the best way to quickly calculate the total number of possible outcomes.

# **Meeting Student Needs**

- You may wish to allow students who have trouble drawing tree diagrams to use virtual manipulatives.
- Allow concrete and kinesthetic learners to use manipulatives to help them visualize the possible outcomes.
- Some students may benefit from using a virtual manipulative such as the one described in the Web Link on this page to practise determining the number of possible outcomes.

• Some students may benefit from completing additional problems to reinforce their learning. Consider using scenarios relevant to students where they live. For example: Tamara and her family went to purchase a meal for \$5.95. Tamara's choices for the main meal were a taco, bannock burger, or salmon. She had a choice of either a baked potato or a salad, and for dessert she had a choice of blueberries, Saskatoon berries, or raspberries. In addition, she had a choice of mint tea, milk, or cranberry juice. How many different combinations are possible? ( $3 \times 2 \times 3 \times 3 = 54$ )

### ELL

- Ensure that English language learners understand the following terms: *appetizer*, *combinations*, *verify*, *efficient*, *randomly*, and *chosen*. Have students add any new terms to their dictionary.
- This lesson is very text dense. Give English language learners the opportunity to answer #6 in their own language or using visuals. Then, have them use the visuals to explain their thoughts orally in English.

# **Common Errors**

- Some students may confuse favourable outcomes with possible outcomes.
- $R_x$  Remind students that favourable outcomes are successful results in a probability experiment. The number of possible outcomes is the total number of outcomes for two or more independent events. Use an example such as the table in Example 1. There are 12 possible outcomes. Determining the probability of getting a head and a number six, which is expressed as P(H, 6), is an example of a favourable outcome. Refer students to the Key Ideas on page 415 in section 11.1.

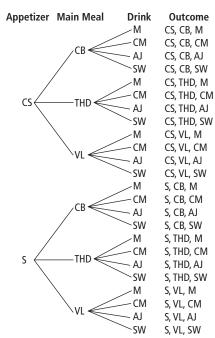


For an interactive activity in which students practise using multiplication to determine the number of outcomes from two or more events, go to www.mathlinks8.ca and follow the links. Explain that the term *counting principle* means using multiplication to determine possible outcomes.

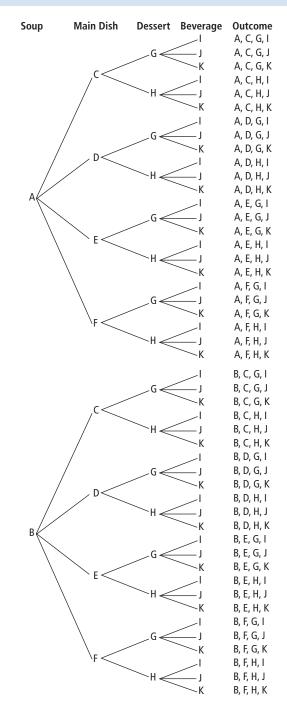
#### **Answers**

#### **Explore the Math**

**1.** Answers will vary. Students may choose some type of organizer (e.g., table, tree diagram). Example:



- **2.** Answers may vary depending on the methods used. Example: A tree diagram is the most efficient. When there are more than two events it is difficult to display the possible outcomes in a table.
- **3.** The total number of possible outcomes is 24.
- **4.** Students may use different strategies to determine the following possible outcomes:
  - 6 cone-flavour combinations
  - 20 shirt-pant combinations
  - 15 sports car-colour combinations
  - · 16 computer-monitor combinations
  - 24 computer-monitor-printer combinations
- **5.** Answers may vary. Example: Multiply the number of choices for each item together to calculate the total number of outcomes.
- **6.** a) The total number of possible outcomes is  $2 \times 3 \times 4 = 24$ . Answers may vary. Example: Determine the product of the number of appetizers, two, by the number of main meals, three, by the number of drinks, four.
  - **b)** Answers will vary. Students should use two methods (a tree diagram or multiplication), one to determine the possible outcomes and the other to check them. Example:
    - Using multiplication: The total number of possible outcomes is  $2 \times 4 \times 2 \times 3 = 48$ .
    - Using a tree diagram: There are 48 possible outcomes. Students should use a tree diagram or multiplication to verify the answer.



c) Answers may vary. Example: Determine the total number of possible outcomes by multiplying the number of possible outcomes for each event.

#### **Answers**

#### Show You Know: Example 1

a) The table shows 12 possible sandwich combinations.

		Sandwich			
		Egg (E)	Tuna (T)	Ham (H)	Turkey (TY)
	White (W)	W, E	W, T	W, H	W, TY
Bread	Rye (R)	R, E	R, T	R, H	R, TY
	Whole wheat (WW)	WW, E	WW, T	WW, H	WW, TY

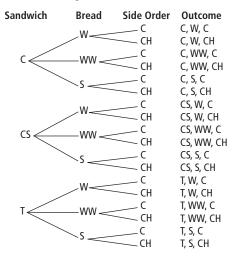
**b)** Answers may vary. Example: Multiply the number of possible outcomes of sandwiches, four, by the number of possible outcomes of bread, three. The total number of possible outcomes is  $4 \times 3 = 12$ .

#### Show You Know: Example 2

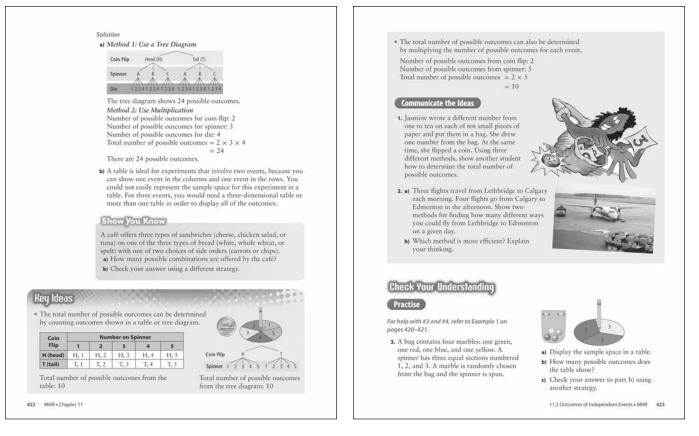
a) 18 possible combinations

- **b)** Answers may vary. Look for a tree diagram or using multiplication. Example:
  - Draw a tree diagram to show 18 possible outcomes.

• Using multiplication, multiply the number of possible outcomes of sandwiches, three, by the number of possible outcomes of bread, three, by the number of possible outcomes of side orders, two. The total number of possible outcomes is  $3 \times 3 \times 2 = 18$ .



Assessment	Supporting Learning	
Assessment as Learning		
<b>Reflect on Your Findings</b> Listen as students discuss what they discovered during the Explore the Math, in particular as they discuss a response to #6c). For this question, students describe the multiplication method in their own words.	<ul> <li>Help students realize that the product of the possible outcomes for each independent event represents the total number of possible outcomes in a probability experiment.</li> <li>Have students write the multiplication statement to determine the total number of possible outcomes for each situation in #5.</li> </ul>	
Assessment <i>for</i> Learning		
<b>Example 1</b> Have students do the Show You Know related to Example 1.	<ul> <li>Encourage students to verbalize each sandwich combination.</li> <li>You may wish to have students work with a partner.</li> <li>Allow concrete and kinesthetic learners to use manipulatives such as different coloured counters, if necessary, to help them identify the possible outcomes.</li> <li>Have students write the multiplication statement.</li> <li>Give students a similar problem to solve. Allow them to work with a partner and talk through their thinking.</li> </ul>	
<b>Example 2</b> Have students do the Show You Know related to Example 2.	<ul> <li>Encourage students to verbalize each possible combination.</li> <li>You may wish to have students work with a partner.</li> <li>Allow concrete and kinesthetic learners to use manipulatives, if necessary, to help them identify the possible outcomes.</li> <li>Coach students who need help to construct a tree diagram for three independent events.</li> <li>Have students write the multiplication statement.</li> <li>Discuss how this Show You Know is similar to and different from the Show You Know for Example 1.</li> <li>Give students a similar problem to solve. Allow them to work with a partner and talk through their thinking.</li> </ul>	



# Key Ideas

The Key Ideas summarize using tables, tree diagrams, and multiplication to determine the number of possible outcomes in a probability experiment. Have students prepare their own summary of the Key Ideas, including an example for each. Have them record their summary in the section 11.2 booklet in their chapter Foldable.

# **Communicate the Ideas**

These questions allow students to demonstrate their understanding of three methods (i.e., tree diagrams, tables, multiplication) used to determine the number of possible outcomes in a multi-event probability experiment. Help students understand how the multiplication method is derived from the table or tree diagram method. For #1 and #2, drawing the possible outcomes may help.

# **Meeting Student Needs**

• Visual learners may find it difficult to move from the more concrete step of using a table or a tree diagram to multiplication. Referring back to the Key Ideas summary of the three methods may be helpful.

## **Gifted and Enrichment**

• Challenge students to solve the following problem: Bag A has three red and four black balls, Bag B has two red and five black balls. You reach into Bag A and grab a ball; without looking at it, you drop it into Bag B. Then, you reach into Bag B and grab a ball. What is the probability that this ball is red? black? Explain how the answer changes if you look at the ball before dropping it into Bag B.

Answer: 
$$P(\text{red}) = \frac{3}{7} \times \frac{3}{8} + \frac{4}{7} \times \frac{2}{8} = \frac{17}{56};$$
  
 $P(\text{black}) = \frac{3}{7} \times \frac{5}{8} + \frac{4}{7} \times \frac{6}{8} = \frac{39}{56}$ 

#### Answers

#### **Communicate the Ideas**

- **1.** Look for three different methods. Example:
  - Using multiplication, the total number of possible outcomes is  $10 \times 2 = 20$ .
  - Using a tree diagram, count the number of branches, 20, in the final column.

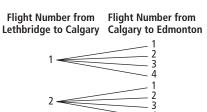
# Coin Flip Number Chosen from Bag

• Using a table, count the total number of possible outcomes, 20.

		Coin Flip		
		н	т	
Number Chosen from Bag	1	1, H	1, T	
	2	2, H	2, T	
	3	3, H	3, T	
	4	4, H	4, T	
	5	5, H	5, T	
	6	6, H	6, T	
	7	7, H	7, T	
	8	8, H	8, T	
	9	9, H	9, T	
	10	10, H	10, T	

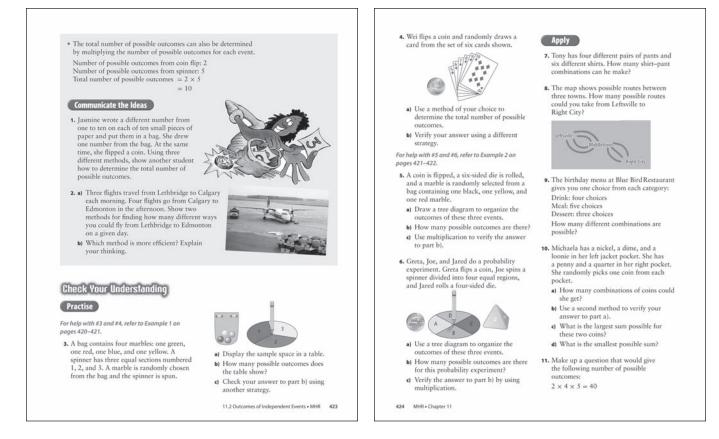
Assessment	Supporting Learning
Assessment as Learning	
<b>Communicate the Ideas</b> Have all students complete both questions. Have them share their answer to #1 with a partner and listen to each other's explanation.	<ul> <li>Allow students to use manipulatives to help them visualize possible outcomes.</li> <li>As a class, discuss the response to #1 and demonstrate each method.</li> <li>Ask students who need help with #2 to identify the two methods they are most familiar with and explain what the two methods share in common.</li> <li>As a class, discuss the response to #2. Have students link the final statement in their table or tree diagram to a multiplication statement.</li> <li>Have students who need help use the class responses as a springboard for their own answer.</li> <li>Have students summarize the three methods for determining the total number of possible outcomes. Ask which method is the easiest to understand and why. Ask which method is the easiest to perform and why.</li> </ul>

- **2.** a) Answers may vary. Example:
  - Using multiplication, the total number of possible outcomes is  $3 \times 4 = 12$ .
  - Using a tree diagram, the total number of possible outcomes is 12.



**b)** Answers may vary. Example: Using the multiplication method requires less time and less writing and/or drawing.

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# Check Your Understanding

## **Practise**

For #5 and #6, the final row of the tree diagrams will include 36 and 32 branches respectively. Although you may wish to avoid assigning both of these questions, they do clearly demonstrate how time consuming it is to use a tree diagram to determine the possible outcomes for a large sample space.

# Apply

Apart from #10, these questions require no tables or tree diagrams. However, consider allowing students who have difficulty using the multiplication method to use another method to verify their multiplication.

For #7, students may find it helpful to draw diagrams and link the diagrams to the corresponding multiplication statement.

# Extend

Some of these questions require multiplication of several two-digit numbers.

# **Math Link**

The Math Link provides students with an opportunity to verify the number of possible outcomes for a game.

# **Meeting Student Needs**

- For #12, ensure students understand how the words *and* and *or* are used. The probability of choosing chocolate or strawberry is different from the probability of choosing chocolate and strawberry.
- Provide **BLM 11–7 Section 11.2 Extra Practice** to students who would benefit from more practice.

## ELL

- Consider assigning fewer questions for English language learners.
- Give English language learners the opportunity to answer #11 in their own language. Alternatively, if several students share a common first language, consider having them listen to each other's answer for #11. After doing so, it may be easier for students to ask for the missing vocabulary to express their thinking in English.

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<ul> <li>Extend</li> <li>12. An ice-cream store has 31 flavours of ice cream and three types of cones (waffle, sugar, and plain).</li> <li>a) Determine the number of possible single-scoop ice-cream cones.</li> <li>b) How many two-scoop ice-cream</li> <li>could she use?</li> </ul>	<ul> <li>Gifted and Enrichment</li> <li>Have students find an easier way to answer #12c). They could subtract the number of two-scoop cones of the same flavour (31) from the answer to #12b).</li> </ul>	
cones are possible if waffle-chocolate- strawberry is considered different from waffle-strawberry-chocolate? Hint:	<ul> <li>b) Use a second method to verify your answer to part a).</li> </ul>	Answers
You could have two scoops of the same flavour if you desired.	<ul> <li>suppose Alikut decides to use two colours of beads in each shape. How many colour-shape combinations could</li> </ul>	Math Link
<ul> <li>e) How many two-scoop cones are possible if both flavours of ice cream must be different? Explain your reasoning.</li> <li>13. A set meal consists of a choice of drink, main dish, and dessert. There are four different desserts, 36 possible meals in total, and more than one choice in each category. Determine the possible number</li> <li>15. How many cal license plates can be m if the first three characters are letters in the function of the first three characters are letters in t</li></ul>	<ul> <li>15. Determine the number of four-digit numbers that contain only the digits 1, 2, 3, and 4. A digit can be repeated. Two valid numbers are 1423 and 4442.</li> <li>16. How many car license plates can be made if the first three characters are letters and the last three characters are digits from 2 through 9 inclusive?</li> </ul>	<ul> <li>a) Answers may vary. Students should use a different method than the one they used in section 11.1 Math Link. Example: Using multiplication, the total number of possible outcomes for a game with four sticks is 2 × 2 × 2 = 16.</li> <li>b) Total number of possible outcomes for a game with three sticks: 8; Total number of possible outcomes for a game with five sticks: 32.</li> <li>c) Number of sticks: 7</li> </ul>
MATH LINK		
In the stick game, each stick can land in one of two wa		
<ul> <li>a) Use a different method than you used in section number of possible outcomes for a game with for</li> </ul>		
b) Sometimes the game uses different numbers of s of possible outcomes for three sticks? five sticks?		
c) If there are 128 possible outcomes, how many sti	cks are being used?	
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Assessment	Supporting Learning	
Assessment <i>for</i> Learning		
<b>Practise</b> Have students do #3 and #5. Students who can readily complete these questions can go on to the Apply questions.	<ul> <li>Allow students to use manipulatives to help them visualize possible outcomes.</li> <li>Provide additional coaching with Example 1 to students who need help with #3. Coach students through corrections to their answers, and then have them complete #4 on their own.</li> <li>Provide additional coaching with Example 2 to students who need help with #5. Coach students through corrections to their answers, and then have them complete #6 on their own.</li> <li>Have students refer back to the worked examples.</li> </ul>	
Math Link The Math Link on page 425 is intended to help students work toward the chapter problem wrap-up titled Wrap It Up! on page 439.	<ul> <li>Some students may incorrectly multiply the number of possible outcomes for one stick (two) by the number of sticks (four) to determine the total possible outcomes. Help students realize that each stick has two outcomes and that they need to multiply the possible outcomes for each of four sticks (2 × 2 × 2 × 2 = 16) by allowing them to use craft sticks or a tree diagram to check the total number of outcomes.</li> <li>To help them get started, some students may benefit from using BLM 11–8 Section 11.2 Math Link, which provides scaffolding for this activity.</li> </ul>	
Assessment as Learning		
<ul> <li>Math Learning Log</li> <li>Have students answer the following questions:</li> <li>How does using multiplication differ from creating a tree diagram? How are the two methods the same?</li> </ul>	<ul> <li>Help students understand that the multiplication method is useful for determining the total number of possible outcomes. Tables and tree diagrams are useful organizers for determining favourable outcomes as well as total possible outcomes.</li> <li>Encourage students to use the What I Need to Work On section of their chapter Foldable to note what they continue to have difficulties with.</li> </ul>	