

# Foundations of Math 12 LG 12

## Probability Project



### INTRODUCTION:

There are lots of games that involve making decisions based on the odds or probability of something occurring. This project is intended to give you an introduction to determining how likely/unlikely it will be for you to win in a game.



### LEARNING GUIDE EXPECTATIONS:

On the completion of this learning guide you will be able to:

- 1) determine the probability of winning a game.



### EVALUATION:

Complete the LG 12 project.



### RESOURCES NEEDED:

Game involving probability (dice, cards or some other game).

### LEARNING ACTIVITIES:



#### **Expectation #1: Determine the probability of winning a game.**

- 1) Choose a game that you would like to learn more about in this project.
  - Some examples: game involving dice (Yahtzee, Craps), game involving cards (Blackjack, Texas hold'em), Roulette, or any game involving chance.
- 2) Describe several different ways in which the game can be won by the player.
- 3) Outline at least four different scenarios where you can calculate the odds of winning and losing the game. Some probabilities may be difficult to determine so keep the scenarios relatively simple.

Create a power-point, video or some other digital media format to demonstrate your understanding of probability in the game(s) you have chosen.