

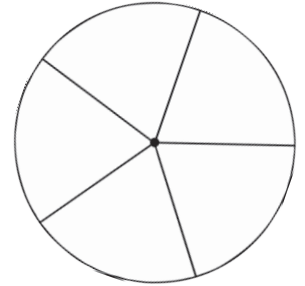
Probability as Decimal Numbers

Spinner Investigation

I can represent possible outcomes in decimal numbers and recognise that the range is from 0 to 1. (ACMSP117)

Design Your Own Spinner!

Use the blank spinner template to create your own spinner design. Your spinner must have between 2 and 10 segments. Cut out your spinner to use for your investigation.



1. List all of the likely outcomes of the spinner.

2. Show the probability (in decimal format) for each colour.

3. Add all of the decimal numbers together.

Spinner Investigation

1. Flick the spinner ten (10) times and record each colour shown as a tally mark.

	Colour	Colour	Colour	Colour	Colour	Colour	Colour	Colour	Colour	Colour
Tally										
Total										

2. Which colour was landed on the most? How many times?

3. Which colour was landed on the least? How many times?

4. Write each colour total as a decimal and add them all together.

5. Does your answer equal 1.0?

6. Show your results on a probability line. Add in the decimal numbers and colours that match your spinner results.



