

| | | |
|-------------------------|--|---|
| Probability | <p>The likelihood/chance of something happening.</p> <p>Is expressed as a number between 0 (impossible) and 1 (certain).</p> <p>Can be expressed as a fraction, decimal, percentage or in words (likely, unlikely, even chance etc.)</p> | |
| Probability Notation | P(A) refers to the probability that event A will occur . | P(Red Queen) refers to the probability of picking a Red Queen from a pack of cards. |
| Theoretical Probability | $\frac{\text{Number of Favourable Outcomes}}{\text{Total Number of Possible Outcomes}}$ | Probability of rolling a 4 on a fair 6-sided die = $\frac{1}{6}$. |
| Relative Frequency | $\frac{\text{Number of Successful Trials}}{\text{Total Number of Trials}}$ | <p>A coin is flipped 50 times and lands on Tails 29 times.</p> <p>The relative frequency of getting Tails = $\frac{29}{50}$.</p> |
| Expected Outcomes | To find the number of expected outcomes, multiply the probability by the number of trials . | <p>The probability that a football team wins is 0.2 How many games would you expect them to win out of 40?</p> <p>$0.2 \times 40 = 8 \text{ games}$</p> |
| Mutually Exclusive | <p>Events are mutually exclusive if they cannot happen at the same time.</p> <p>The probabilities of an exhaustive set of mutually exclusive events adds up to 1.</p> | <p>Examples of mutually exclusive events:</p> <ul style="list-style-type: none"> - Turning left and right - Heads and Tails on a coin <p>Examples of non mutually exclusive events:</p> <ul style="list-style-type: none"> - King and Hearts from a deck of cards, because you can pick the King of Hearts |
| Biased | <p>Biased means that something is unfair.</p> <p>On a fair dice, the probability of getting each of the numbers is $\frac{1}{6}$.</p> | <p>On a biased dice, one number is more likely to come up than all of the rest.</p> <p>If $P(3) = \frac{4}{7}$ this would mean that it is a biased dice as you are more likely to land on a 3 than any other number.</p> |
| Fair Dice | A fair dice is a normal 6 sided dice where each number has the same chance of being rolled | <p>Possible outcomes:</p> <p>1, 2, 3, 4, 5, 6</p> |
| Pack of Cards | <p>52 cards in a deck.</p> <p>4 suits: Diamonds (red), Hearts (red), Spades (black) and Clubs (black)</p> <p>13 cards per suit: 1 (ace), 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King</p> <p>Number Cards: 1 – 10</p> <p>Picture/Face Cards: Jacks, Queens and Kings</p> | |
| Sample | <p>A sample is a small selection of items from a population.</p> <p>A sample is biased if individuals or groups from the population are not represented in the sample.</p> | A sample could be selecting 10 students from a year group at school. |
| Sample Size | The larger a sample size, the closer those probabilities will be to the true probability. | A sample size of 100 gives a more reliable result than a sample size of 10. |