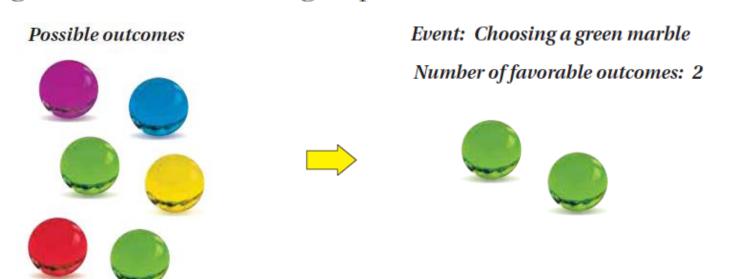
Outcomes and Events Lesson 10.1



Outcomes and Events

- An experiment is an activity with varying results.
- The possible results of an experiment are called outcomes.
- A collection of one or more outcomes is an event.
- The outcomes of a specific event are called favorable outcomes.

For example, randomly selecting a marble from a group of marbles is an experiment. Each marble in the group is an outcome. Selecting a green marble from the group is an event.



Identifying Outcomes

You roll the number cube.



- a. What are the possible outcomes?
 - The six possible outcomes are rolling a 1, 2, 3, 4, 5, and 6.
- b. What are the favorable outcomes of rolling an even number?

even	not even
2, 4, 6	1, 3, 5

- The favorable outcomes of the event are rolling a 2, 4, and 6.
- c. What are the favorable outcomes of rolling a number greater than 5?

greater than 5	not greater than 5
6	1, 2, 3, 4, 5

The favorable outcome of the event is rolling a 6.

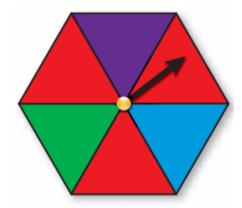
On Your Own

- 1. You randomly choose a letter from a hat that contains the letters A through K.
 - **a.** What are the possible outcomes?

b. What are the favorable outcomes of choosing a vowel?

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A, E, I
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You spin the spinner.

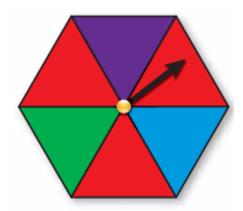


a. How many possible outcomes are there?

b. In how many ways can spinning red occur?

c. In how many ways can spinning *not* purple occur? What are the favorable outcomes of spinning *not* purple?

You spin the spinner.



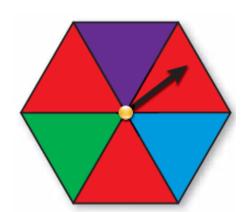
a. How many possible outcomes are there?

The spinner has 6 sections. So, there are 6 possible outcomes.

b. In how many ways can spinning red occur?

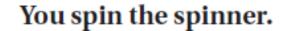
c. In how many ways can spinning *not* purple occur? What are the favorable outcomes of spinning *not* purple?

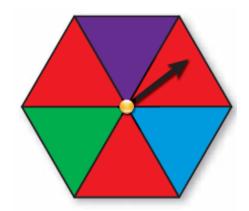
Counting Outcomes



You spin the spinner.

- a. How many possible outcomes are there?
 The spinner has 6 sections. So, there are 6 possible outcomes.
- b. In how many ways can spinning red occur?
 The spinner has 3 red sections. So, spinning red can occur in 3 ways.
- c. In how many ways can spinning *not* purple occur? What are the favorable outcomes of spinning *not* purple?





a. How many possible outcomes are there?

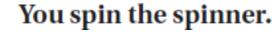
The spinner has 6 sections. So, there are 6 possible outcomes.

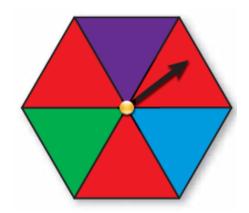
b. In how many ways can spinning red occur?

The spinner has 3 red sections. So, spinning red can occur in 3 ways.

c. In how many ways can spinning *not* purple occur? What are the favorable outcomes of spinning *not* purple?

The spinner has 5 sections that are *not* purple. So, spinning *not* purple can occur in 5 ways.





a. How many possible outcomes are there?

The spinner has 6 sections. So, there are 6 possible outcomes.

b. In how many ways can spinning red occur?

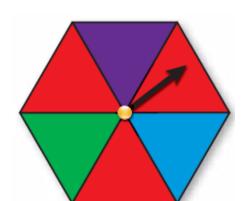
The spinner has 3 red sections. So, spinning red can occur in 3 ways.

c. In how many ways can spinning *not* purple occur? What are the favorable outcomes of spinning *not* purple?

The spinner has 5 sections that are *not* purple. So, spinning *not* purple can occur in 5 ways.

purple	not purple
purple	red, red, red, green, blue

Counting Outcomes



You spin the spinner.

a. How many possible outcomes are there?

The spinner has 6 sections. So, there are 6 possible outcomes.

b. In how many ways can spinning red occur?

The spinner has 3 red sections. So, spinning red can occur in 3 ways.

c. In how many ways can spinning *not* purple occur? What are the favorable outcomes of spinning *not* purple?

The spinner has 5 sections that are *not* purple. So, spinning *not* purple can occur in 5 ways.

purple	not purple
purple	red, red, red, green, blue

The favorable outcomes of the event are red, red, red, green, and blue.

On Your Own

2. You randomly choose a marble.



- **a.** How many possible outcomes are there? 8 outcomes
- **b.** In how many ways can choosing blue occur? 2 ways
- **c.** In how many ways can choosing *not* yellow occur? What are the favorable outcomes of choosing *not* yellow?

5 ways; blue, blue, red, green, purple