

# PROBABILITY AND STATISTICS



## EXCITE-ABILITY IN MATH : PROBABILITY

Grades 2-6  
Probability is the chance of an event occurring. This kit will provide kids with the opportunity to explore and experiment with the concepts of probability using a variety of materials and a set of 12 colorful, self-checking work cards featuring activities at 3 difficulty levels. The kit includes a set playing cards, 5 different spinners, 100 two-color counters, 12 dice (3 different types) 25 coins (5 different types/values), and 12 double-sided activity cards.

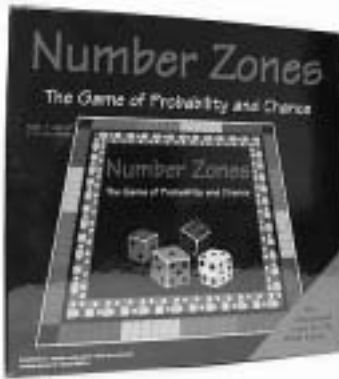
WWNA 4327 Kit .....\$49.99



## PROBABILITY AND STATISTICS

Grades 5-8  
With step-by-step instruction, this 176-page book walks students through the basic principles of probability and statistics in language any student can understand. This book assumes no background in either subject. Students start at the beginning and progress to calculating probability in ratios and percentages. Students learn to read and create tables and graphs with data provided or collected. Real-life experiences help student better retain new skills. This resource can be used as a self-teaching guide or as part of a larger probability and statistics unit. Students will learn the terms and jargon related to each field. They will calculate odds and create models; explore combinations and permutations; state the difference between the population and the sample--and why that matters; create and interpret tables and graphs, including scatter plots and histograms; find the mean, median, and mode and know the difference; and convert ratios to decimals and decimals to percents. (Wendy Osterman)

WWCP 2570 .....\$18.99



## NUMBER ZONES

Grades 2-8  
The math behind this game allows students to learn in a hands-on learning style that only grows with the teacher's instruction. In the first round each player is playing with four chips and one die and the odds on all numbers 1 thru 6 are the same, but starting in the second round when the second die is added things change. With two dice your range is now between 2 and 12, you have a bell curve, a median, and you have probability. The greatest probability is always the median and the numbers on either side of the median. These are the concepts that students will learn by playing the game intuitively, all the teacher needs to do is add the math vocabulary. In rounds three and four the range and bell curves grow larger, the medians change and the numbers with the greatest probability change as well. 2-4 players.

WWEG 00001 .....\$24.95



## CHANCES ARE...

Grades 4-12  
From helping to win a card game, to projecting the rate of growth of a virus, the uses of probability and statistics are virtually endless. For teachers of elementary students this 176-page book offers simple, hands-on lessons and activities about probability and basic statistics. For teachers of older students, advanced statistical concepts are discussed and activities are provided. (Nancy Pfenning Ph.D.)

WWPR 64353 .....\$19.95

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