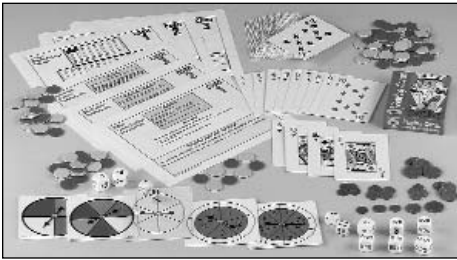


# 36 PROBABILITY & STATISTICS



## 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 of 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.

**ONA 4327 Kit** .....\$49.99



## PROBABILITY WORK CARDS

Grades 2-8

Set of 12 full-color, double-sided activity cards at 3 levels of difficulty.

The attractive, color-coded pyramid graphic will make it easy for kids to identify the level at which they need to work. The reverse of each card is black and white for quality reproductions. Cards come packaged in a handy folder with instructions and answer key. Perfect for use at centers.

**ONA 4326** .....\$14.95

## PREDICT TO WIN PROBABILITY CARDS

Grades 3-8

A challenging game using 96 double sided cards divided into 3 separate games involving geometric shapes and terms, money identification and language knowledge.

Each game includes 4 sets of 6 questions and 4 levels of difficulty. Extensions are provided for expanding upon card usage.

**ONA 4416** .....\$16.99

## PROBABILITY OBSTACLE COURSE

Grades 3-8

This adventurous game has players traveling through an exciting obstacle course. The first game, IS IT PROBABLE?, has students answering probable, not probable or equally probable questions. The second game, OBSTACLE CHALLENGE, requires students to answer probability cards while carrying out experiments. Five question piles are offered with a sixth pile of challenge questions. All cards offer 2 levels of play. Game includes: gameboard, dice, 12 people cards, 10 box cards, 72 IS It Probable cards, 20 colored bone pieces, 2 leveled spinners, 78 questions cards and extension activities.

**ONA 4406** .....\$26.95



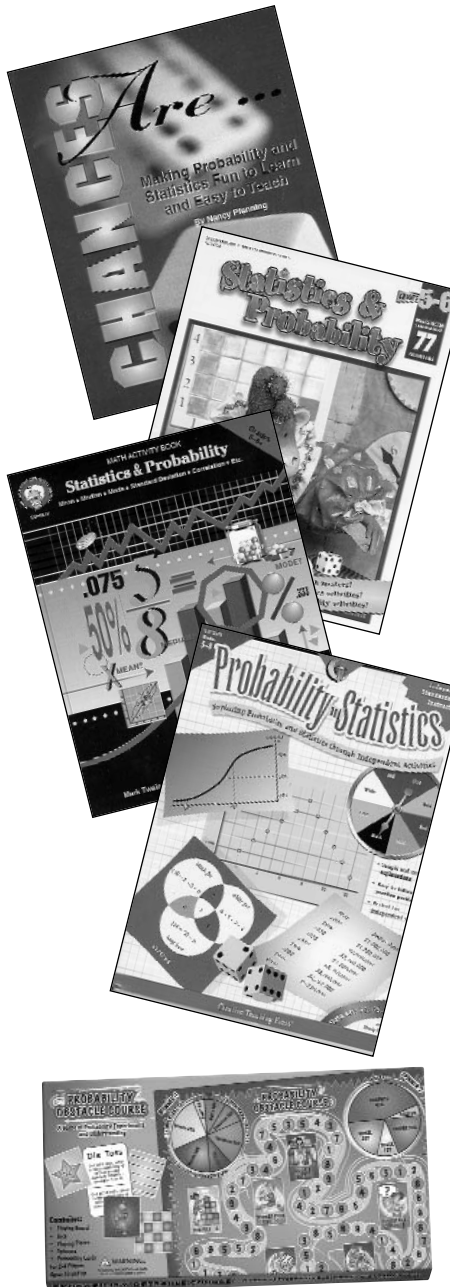
## DELUXE PROBABILITY KIT

Grades 4-8

Teach probability skills using whole class instruction as well as individual and cooperative learning with this comprehensive kit. Featuring 195 individual pieces, it includes 24 double-sided, reproducible activity and teacher demonstration cards, nine different spinners, 40 assorted coins, four color number cubes, five polyhedra dice, six soft dot dice, six soft number dice and 20 red and yellow chips.

Overhead components include 3 spinners, 52 playing cards, 20 red and yellow chips and two each, dot dice, number dice, and coin dice.

**OLR 0226** .....\$34.95



## PROBABILITY LAB

Grades 4-9

Actively involve your students in the study of probability using the experimental approach! Here are all the basics in this important topic. 44 probability experiments on blackline masters for reproduction.

Reinforce the vital skills of observation, classification, recording, graphing, and generalizing. Includes 30 tally sheets and graphs, and ten durable spinners.

**OCT 4085** .....\$17.95



## 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.)

**OPR 64353** .....\$19.95

## STATISTICS & PROBABILITY

Grades 5-6

A working knowledge of statistics and probability increases problem solving skills and provides students with the skills to be able to more effectively gather, describe, organize, and interpret information in their world. This 96-page reproducible book meets NCTM Standards and uses real-world applications.

**OSV 74790** .....\$11.99

## STATISTICS & PROBABILITY

Grades 5-8

This reproducible 80-page workbook includes hands-on experiments, activities, explanations, and reviews.

**OCD 1879** .....\$10.99

## 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)

**OCP 2570** .....\$19.99

**FAX 1-888-314-7356**

**CLIFF QUICK REVIEW STATISTICS**

When it comes to pinpointing the stuff you really need to know, nobody does it better than CliffNotes. This fast, effective tutorial helps you master core statistical concepts--from numerical measures, probability, and sampling to principles of testing, univariate inferential tests, and bivariate relationships--and get the best possible grades. This 160-page book is dedicated to helping you do your best, no matter how challenging the subject. The veteran teachers are talented writers who know how to cut to the chase--and zero in on the essential information you need to succeed. (David H. Voelker, Peter Z. Orton, Scott Adams)

**OJW 63882 .....\$9.99**

**PROBABILITY ACTIVITIES**

Grades 7-11

Introduce probability concepts to students who might not otherwise experience them by using practical situations to sustain class interest and encourage participation while developing specific problem-solving techniques. Included in this 320-page book are a series of 61 lesson guides, each designed to be covered in one class period. Each lesson includes an outline of objectives, a list of required materials, and a description of class activities. These lesson guides include transparency masters for group work and problem sets. Most lessons include quizzes. Six unit tests and answer keys are included. (Robert Lovell)

**OMM 53067 .....\$23.00**

**PROBABILITY SIMULATIONS**

Grades 8-12

Graphing calculators are powerful tools for teaching and learning the concepts of probability. Each of the 13 investigations in this 144-page book begins with an interesting scenario and takes students through individual simulations. Students working within a group combine their simulations and are guided with questions through an analysis leading to the theoretical probability. Calculator simulations confirm the results of the analysis. For each investigation there are complete teacher notes, answers, blackline transparencies and activity masters. (Mary Jean Winter and Ronald J. Carlson)

**OMM 53401 .....\$23.00**

**STATISTICS FOR DUMMIES**

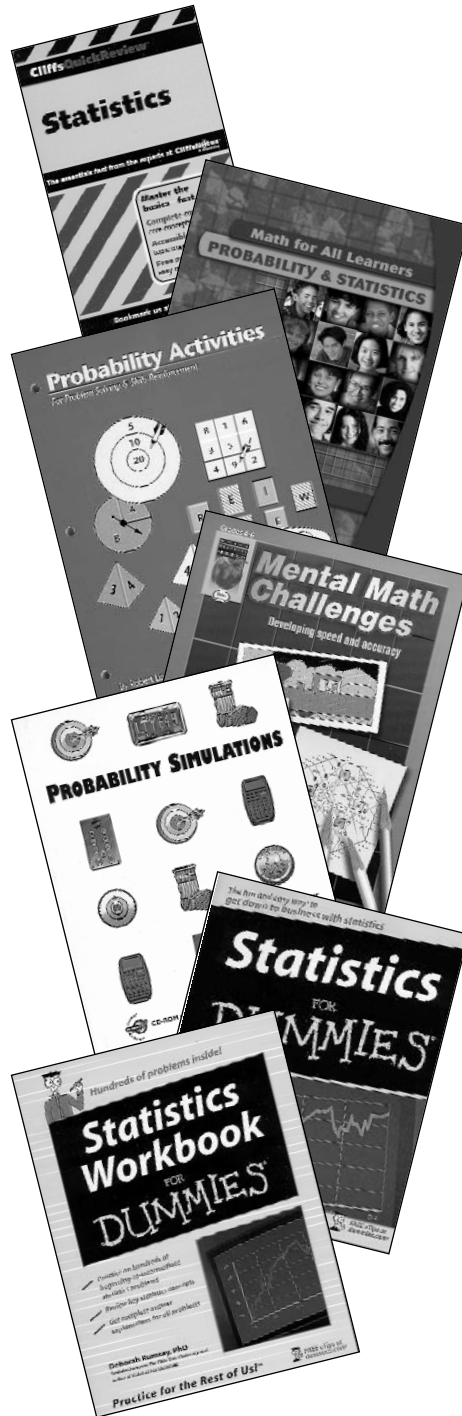
This 384-page book is for everyone who wants to sort through and evaluate the incredible amount of statistical information that comes to them on a daily basis. This book arms you with the ability to decipher and make important decisions about statistical results, being ever aware of the ways in which people can mislead you with statistics. Get the inside scoop on number-crunching nuances, plus insight into how you can determine the odds; calculate a standard score; find the margin of error; recognize the impact of polls; establish criteria for a good survey; and make informed decisions about experiments. This reference is chock-full of real examples from real sources that are relevant to your everyday life: from the latest medical breakthroughs, crime studies, and population trends to surveys on Internet dating, cell phone use, and the worst cars of the millennium. (Deborah Rumsey)

**OJW 54239 .....\$19.99**

**STATISTICS WORKBOOK FOR DUMMIES**

This handy 304-page guide complements the *Statistics for Dummies* book by presenting exercises and fully worked solutions that let students and professionals practice and sharpen their statistical skills and understanding of the subject.

**OJW 84664 .....\$16.99**

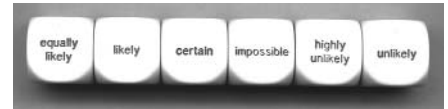


**HANDS ON MATH DATA ANALYSIS AND PROBABILITY**

Grades 9-12

Arm your students with the tools they need to survive the information age. Ideal for today's diverse classroom, this resource engages student interest through relevant and interesting investigations. With the active learning approach in this 96-page book, students can increase their understanding in this key area of mathematics. This comprehensive resource will ensure that all students have what they need to understand and interpret statistical information. (Robert Jenkins)

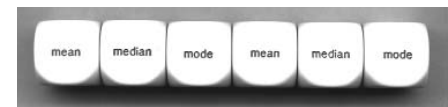
**OWW 63647 .....\$20.99**



**PROBABILITY DICE**

This set of 6 dice will help student learn those key phrases that are essential to probability. Equally likely, likely, certain, impossible, highly unlikely, and unlikely are all featured in this set. Each die is 20 mm.

**OLH 13556 .....\$4.00**



**STATISTICS DICE**

Statistics is all about mean, median, and mode. That is what this set of 6 dice features. Each die is 20 mm.

**OLH 13568 .....\$4.00**

**MENTAL MATH CHALLENGES**

Grades 2-6

Each book is a computational fluency kit, designed to provide practice and assessment to your students in a motivating and unique format. Each skill area starts with reproducible activities such as tapestry shapes, jigsaw puzzles, riddles, dot-to-dot pictures and cloze coding passages followed by a speed test for assessment. Complete answers follow. Book I includes addition, subtraction and multiplication. Book II covers subtraction, multiplication, division, and fractions. (Gunter Schymkiw)

**ODX 25256 Grades 2-4 .....\$9.95**

**ODX 25257 Grades 4-6 .....\$9.95**

**INTEGER CHESS**

Grades 3-7

The coordinate plane is the "playground" of algebra, the arena where algebraic concepts are displayed graphically. Integer Chess helps students understand and develop proficiency in skills involving graphing, making vector-like moves, etc. on the coordinate plane. Students will be prepared to use this vital algebraic tool well before format study of algebra begins. Can be played using simple to complex strategies, challenging novices and masters alike. 2-4 players.

**OCT 4794 .....\$22.95**