

Max's Probability Playground: Exploring the Unpredictable!

Step into the world of chance with Max the Monkey—where every decision is a puzzle waiting to be solved!

- The probability scale runs from 0 (impossible) to 1 (certain). An event with a 0.5 probability is described as an 'even chance'.
- If you roll a standard six-sided die, the probability of rolling a number greater than 6 is 0, because it is an impossible outcome.
- When we express probability as a fraction, the numerator represents the number of successful outcomes, while the denominator represents the total number of possible outcomes.
- If Max has a bag containing 3 red marbles and 7 blue marbles, the probability of picking a red marble is $\frac{3}{10}$, or 0.3.
- Events that are 'likely' to happen have a probability greater than 0.5 but less than 1.0.

Did you know? Did you know? Even though a coin has two sides, it is not always a perfect 50/50 split! Due to the weight of the design on one side, some coins are statistically more likely to land on one side than the other, though the difference is so tiny you would need to flip it thousands of times to notice it!

Key vocabulary: Likelihood · Impossible · Unlikely · Even chance · Likely · Certain · Probability scale · Outcome