Max’s Probability Puzzles

Learning objective: To understand and use the vocabulary of probability and calculate the likelihood of events occurring.

Read the front of the flashcard to test your knowledge of probability. Flip to check the answer on the right side of the pipe symbol. Work through all 12 cards to master your skills!

What is the probability scale?	A scale from 0 (impossible) to 1 (certain) used to measure the likelihood of an event.
If an event is guaranteed to happen, what is its probability?	1 (or 100%, which is Certain).
If an event has no chance of happening, what is its probability?	0 (which is Impossible).
Max has a bag with 1 red marble and 1 blue marble. What is the probability of picking red?	1/2 or an even chance.
Define 'Even Chance' in probability.	When there is a 50/50 chance of an event happening, or a probability of 1/2.
A standard six-sided die is rolled. What is the probability of rolling a 7?	0 (Impossible).
If there are 3 blue counters and 1 red counter in a bag, is it more likely to pick blue or red?	Blue (it is more likely).
In a pack of 52 playing cards, what is the probability of picking a heart?	1/4 (there are 13 hearts in 52 cards).
A jar contains 10 sweets: 5 are mint, 3 are fruit, and 2 are chocolate. What is the probability of picking a mint sweet?	5/10 which simplifies to 1/2.
What does it mean if an event is 'unlikely'?	The probability is low, closer to 0 than to 1.
If the probability of rain is 0.8, what is the probability that it will NOT rain?	0.2 (probabilities must add up to 1).
Max finds a spinner with 4 equal sections: Red, Blue, Green, Yellow. What is the probability of landing on Blue?	1/4.