Mauricio: Today, we’re going to be working in the *“What Do You Expect”* books. We’re going to make a look at this multiplication game. However, I’ve got handouts for you that ask questions a little differently, and go a little bit deeper than the questions in uh… in the book and so, I’m going to give those out to you in a minute.

Monday, we are going to the library for part of the time to enter our A2L scores. So we’ll get to record ‘em finally, and take care of that. And so, it worked out pretty well. I know we missed ‘cuz of the snows days. We’re only 6 days late doing that. That’s not bad. All right.

So, what is gonna happen today? When I introduce the problem, is each table – and feel free if you want to, Johnna, to slide over. It looks like Sarah is not going to be here again – is you have a pair of number cubes – dice. You are going to play this game with your partner and record data. My goal for today is really a couple of things: One, for you to see the difference between experimental probability; conducting an experiment and using that data to predict what you think should; what you expect to happen; how likely something is to occur; versus theoretical. Analyzing the experiment – or actually I should say – analyzing the situation; analyzing the set up; analyzing the design, and writing a sample space to determine what your probability is.

Now, keep in mind, as you work through this several things: if you’ve got to know total possible outcomes, you can make a counting tree. But don’t hesitate – I’ve seen people doing it on their homework – you can make just an organized list. You can just list all the possible things. If it’s logical; if it’s systematic; if you’re sure you haven’t missed counting something, that’s perfectly fine. All right.