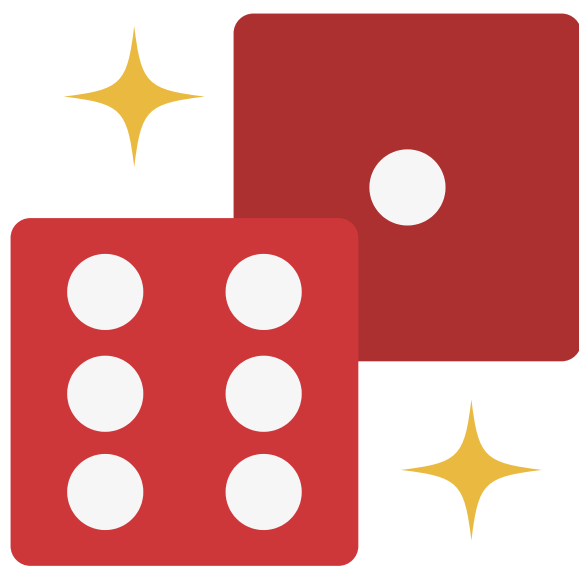
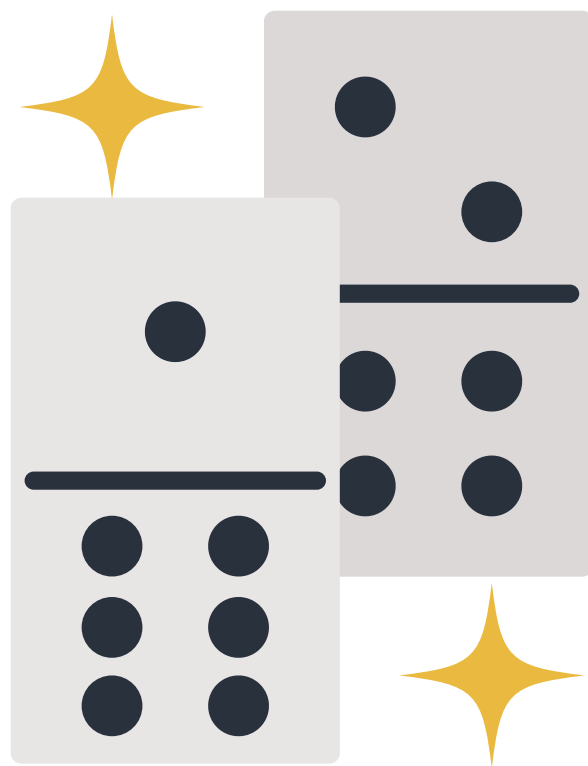


What are the
fundamental concepts in
probability, and how do
they relate to outcomes
and events?



Provide an example of a compound event. How does it differ from a simple event?



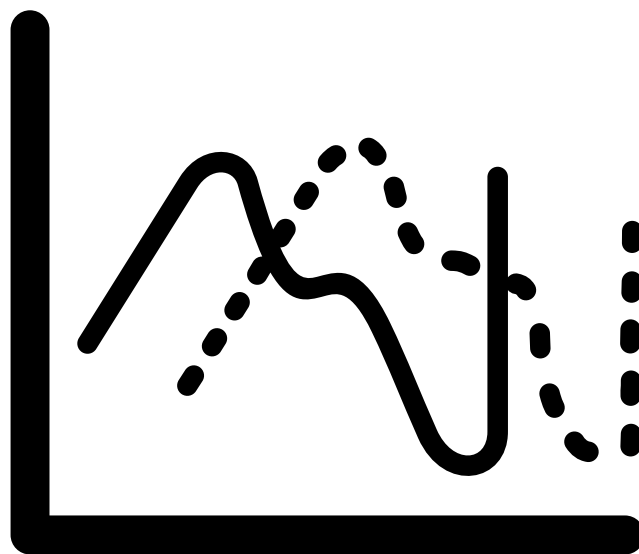
If you were to create a poster summarising your experiment, what key elements would you include? How would you present the results in an engaging way?

Design a simple chance experiment using a coin.

What outcomes are possible, and what is the probability of getting heads?

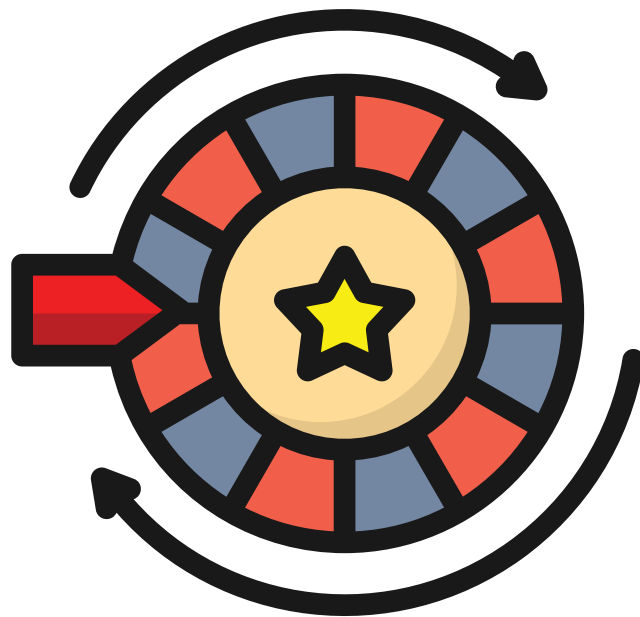


After running a digital simulation, if you expected a 50% probability for an event but got 75% in the simulation, what might you infer from this result?



Reflect on your chance experiment. What challenges did you face, and how would you adjust the experiment for better accuracy in future simulations?

How does a digital simulation help in understanding probabilities? Provide one advantage of using digital tools for simulations.



Name one digital tool you
can use to conduct chance
experiments and
simulations.

