Name _____   Date _____

Generate Frequencies Through Design - Independent Practice Worksheet

Complete all the problems.

1. Stella flips a coin and picks a ball from below. How many outcomes are possible?

2. Mary plays a game. She picks a letter from one bag and a marble from another bag. How many outcomes are possible? Draw a tree diagram.

A   S   H

3. Julia writes the letters A, V, and C each on their own note card. She places the note cards in a box. If she draws the letters from the box randomly, what is the probability of drawing the letters A-V-C in that order? Each time she draws a letter, she replaces it.

4. Victor plays a game. He flips a coin and rolls a die. Draw a tree diagram of the outcomes.

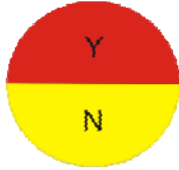5. Addison wants to know how many outcomes are possible if she draws a card from below and flips a coin.

7   8   9

6. Gavin arranges the letters in the word SERA using a tree diagram. What is the probability of drawing the letters S-E-R-A in that order?

7. Naomi has a spinner with two possible outcomes. She wants to spin the spinner and roll a die. How many outcomes are possible?

8. Alexander draws 9 different colored marbles from a bag and rolls a die. How many outcomes are possible?

9. James has a die and 7 different cards. He wants you to roll the die and choose a card. How many possible outcomes are there?

10. Brooklyn has a coin and the spinner below. She wants to flip the coin and spin a spinner. How many outcomes are possible?