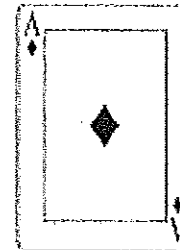
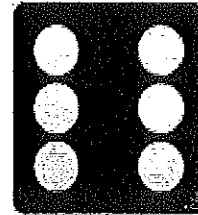
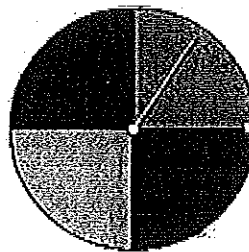


Conducting a Simulation

How to design a simulation:

- Identify the possible outcomes and decide how to simulate them, using coins, number cubes, cards, spinners, color-coder objects, or a random number generator.
- Describe what a trial for the simulation will look like.
- Make sure you do enough trials to ensure that the experimental probability gets close to the theoretical probability.



Simulation (Use month-of-the-year cards):

If there is a group of 7 people, what is the probability at least two people have the same birth-month?

1) Identify how a birth-month for one person is going to be simulated.

Use the cards with the months of the year.

2) How will you simulate one trial of seven birth-months?

3) How is success determined for your simulation?

A success would be if there was at least _____ match/es in the seven.

4) Repeat the simulation 20 times, count the number of successes, and divide it by _____ to get the estimated probability of having a least one birth-month match in a group of seven people.

5) Record your 20 experimental trials here:

- 1) _____
- 2) _____
- 3) _____
- 4) _____
- 5) _____
- 6) _____
- 7) _____
- 8) _____
- 9) _____
- 10) _____
- 11) _____
- 12) _____
- 13) _____

- 14) _____
- 15) _____
- 16) _____
- 17) _____
- 18) _____
- 19) _____
- 20) _____

6) The theoretical probability:

favorable outcome = 89% unfavorable outcome = 11%

7) Tally the favorable outcomes of your 20 experimental trials.

Number of birth-month matches	experimental		theoretical
0	tally marks:	fraction = % =	11%
1 or more	Tally marks:	fraction = % =	89%

8) How did your experimental probability compare with the theoretical probability?

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