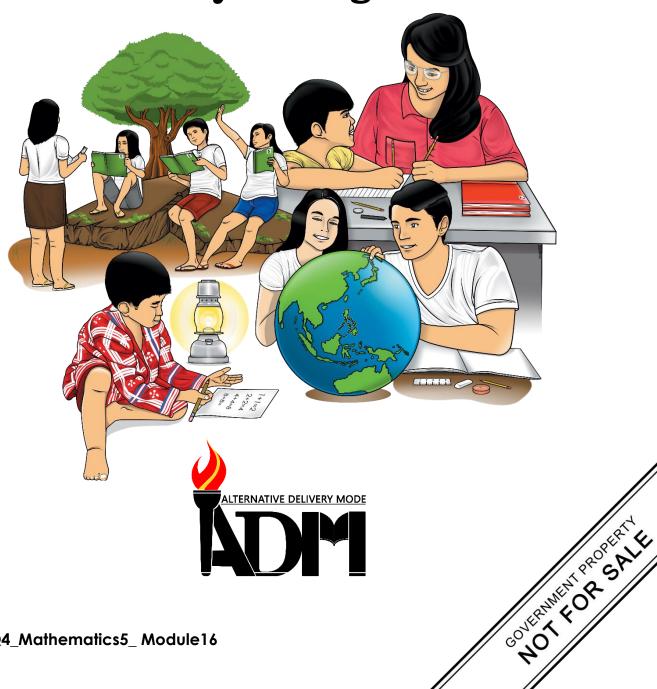




# Mathematics

Quarter 4 - Module 16: Performing an Experimental **Probability and Records Result** by Listing



Mathematics – Grade 5 Alternative Delivery Mode

Quarter 4 – Module 16: Performing Experimental Probability and Records Results by Listing

First Edition, 2020

**Republic Act 8293, Section 176** states that: No copyright shall subsist in any work of the Government of the Philippines. However, prior approval of the government agency or office wherein the work is created shall be necessary for the exploitation of such work for a profit. Such agency or office may, among other things, impose as a condition the payment of royalties.

Borrowed materials (i.e., songs, stories, poems, pictures, photos, brand names, trademarks, etc.) included in this book are owned by their respective copyright holders. Every effort has been exerted to locate and seek permission to use these materials from their respective copyright owners. The publisher and authors do not represent nor claim ownership over them.

Published by the Department of Education

Secretary: Leonor Magtolis Briones

Undersecretary: Diosdado M. San Antonio

#### **Development Team of the Module**

Writer: Violeta T. Saldaňa

**Editor:** Niaan L. Atis, Jaysam M. Casaljay, Elizabeth Deligero

Reviewers: Renato S. Cagomoc, Joshua Sherwin T. Lim, Rolando M. Lacbo,

Irene G. Dimakiling, Geraldine P. Sumbise

**Illustrator:** Jaime E. Sagayap Jr.

Layout Artist: Noel E. Sagayap, Razle L. Jabelo, Cherry Lou O. Calison

Management Team: Ramir B. Uytico, Arnulfo R. Balane, Rosemarie M. Guino,

Joy B. Bihag, Ryan R. Tiu, Sarah S. Cabaluna, Thelma Cabadsan-Quitalig, Elena S. De Luna,

Renato S. Cagomoc, Noel E. Sagayap,

Geraldine P. Sumbise, Joshua Sherwin T. Lim

#### Printed in the Philippines by Department of Education - Region VIII

Office Address : DepEd Regional Office No. 8, Candahug, Palo, Leyte

Telefax : (053)-323- 3156

E-mail Address : region8@deped.gpv.ph

# Mathematics

Quarter 4 – Module 16:
Performing Experimental
Probability and Records Results
by Listing



#### **Introductory Message**

This Self-Learning Module (SLM) is prepared so that you, our dear learners, can continue your studies and learn while at home. Activities, questions, directions, exercises, and discussions are carefully stated for you to understand each lesson.

Each SLM is composed of different parts. Each part shall guide you step-by-step as you discover and understand the lesson prepared for you.

Pre-tests are provided to measure your prior knowledge on lessons in each SLM. This will tell you if you need to proceed on completing this module or if you need to ask your facilitator or your teacher's assistance for better understanding of the lesson. At the end of each module, you need to answer the post-test to self-check your learning. Answer keys are provided for each activity and test. We trust that you will be honest in using these.

In addition to the material in the main text, Notes to the Teacher are also provided to our facilitators and parents for strategies and reminders on how they can best help you on your home-based learning.

Please use this module with care. Do not put unnecessary marks on any part of this SLM. Use a separate sheet of paper in answering the exercises and tests. And read the instructions carefully before performing each task.

If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.





Good day Mathletes! This module was designed and written to help you gain understanding and test your ability in Performing Experimental Probability and Records Results by Listing!

We knew that an experimental probability is the ratio between the number of times the event occurs and the total number of trials. It is determined by doing an experiment. When dealing with probabilities, it is important to be able to identify all the possible outcomes. In real life, whenever we do an experiment, two things can happen, either the one we expect or the one that we do not. When the result is what we expected, then it is the favorable outcome.

So, what are you waiting for? Stay focused and start-up.

At the end of this module, you are expected to:

- perform experimental probability and record results by listing
- appreciate the importance of performing experimental probability and records results by listing

Before going any further, let us check your understanding about performing experimental probability and records results by listing.



#### What I Know

**Directions:** Read carefully each statement below. Express the outcomes of your prediction in fraction. Choose the letter that corresponds to the best answer. Write the chosen letter on a separate sheet of paper.

- 1. What is the chance that you will get a passing score in your 10-item Math quiz?
  - (A) 3
- (B) 4
- (C) 5
- (D) 2
- 2. What is the probability that a newly born puppy is a girl?
  - (A) 1
- (B)2/2
- (C)1/2
- (D)1/4

3.	There are 6 marbles in a bag. One is red; 2 - yellow; and 3 - green. What is the chance of picking yellow marble?			
	(A)1/6	(B)3/6	(C)5/6	(D)2/6
4.	What is the chance of pic (A)2/6	king red? Please refe (B)3/6	er to question number (C)5/2	er 3. (D)1/6
5.	What is the chance of picl		(0)1	(D)1/6
	(A)3/6	(B)2/6	(C)1	(D)1/6
6.	Van has 5 white socks, 4 blue socks and 6 black socks in a drawer. If he pull one out without looking, what is the probability that he will pull out of black socks?			
	(A)6/15	(B)5/15	(C)4/15	(D)10
7.	A die is marked with the What are the chances that (A)1/6		-	
8.	What is the probability the cube is tossed?	at a 5 or 6 will be sh	nowing on top after t	he number
	(A)5/6	(B)1/6	(C)1/3	(D)6
9.	A bag of candies contains 10 red, 12 blue, 8 green, 6 brown, and 14 yellow candies. If Robert removes one candy from the bag at random what is the probability that it will be blue?			
	(A)10/50	(B) 6/50	(C) 8/50	(D)12/50
10. A spinner numbered 1-8 is spun. What is the probability of spinning a factor of 18?				
	(A) 4	(B) 2	(C) 3	(D) 1

## Lesson

# Performing Experimental Probability and Records Results by Listing

In order to perform experimental probability and records results by listing, you need to master the skills on reducing fraction to lowest term, changing decimal to percent and vice versa and describe experimental probability. Because these will help you gain understanding the concept of the lesson. In this module, you will learn how to perform experimental probability and records results by listing. Are you ready?



#### What's In

In the previous lessons, you were able to learn the concept of describing experimental probability.

Also, you learned how to perform experimental probability. Note that, by doing a probability experiment, we can determine the number of times an event occur. We use a table and record the outcome of probability experiment. The probability can be approximated as the fraction of the number of times an event occurs by the number of times the experiment was performed.

Note that, a probability is the mathematics of chance. Probability is used to describe how likely or unlikely it is that something will happen. Probability may be given in fraction, decimal, or percent. The value of probability ranges from 0-1 (0 means the event is impossible to happen, while 1 means the event is certain to happen).

Let us refresh your memory and try to answer the following exercises:

**Directions:** Write 0 for impossible to happen, 1/2 for equally like to happen and 1 for certain to happen.

- 1. A frog will swim in the water.
- 2. You will finish reading this sentence.
- 3. The teacher teaches the pupils.
- 4. The probability of getting a number more than 6 in tossing a die is 1/6.
- 5. The cat drives the car.



From the previous lesson, you were taught on how to describe experimental probability. In this lesson, we will deal with performing experimental probability and records results by listing.

Do you know that a probability can be expressed into fraction, decimal or percent form? You will understand this concept as you go along with this module.

#### Let us study this example:

There are 20 guests in the party, and each have an equal chance to win the prize. Alfred wins only if his card is drawn. What is his chance of winning the prize?





#### What Is It

Experimental probability is a probability determined from the results of an experiment and also experimental probability is what actually happens when we try it out.

In real life, whenever we do an experiment, two things can happen, either the one that we expect or the one that we do not. When the result is what we expected, then it is a favorable outcome.

An experimental probability is the ratio between the number of times the event occurs and the total number of trials.

$$P = \frac{favorable\ outcomes}{total\ possible\ outcomes}$$

So, the answer to the presented problem above is:

$$\frac{\textit{Number of favorable outcomes}}{\textit{Number of possible outcomes}} = \frac{1}{20} = 0.05 = 5\%$$

#### Therefore, Alfred has $\frac{1}{20}$ or 5% chance to win the prize.

When dealing with probabilities, it is important to identify all the possible outcomes. The following are some of the methods that we can use:

When a cube with letters S, E, N, S, E, and S on its faces is tossed once, there are 6 total outcomes and the possible outcomes of tossing an S, E, and N. We could also say that the probability of tossing each letter is

Probability of tossing an 
$$S = \frac{3 \rightarrow favorable\ outcomes}{6 \rightarrow total\ possible\ outcomes\ \{S, S, S\}}$$

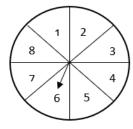
Probability of tossing an 
$$E = \frac{2 \rightarrow favorable\ outcomes\ \{E,E\}}{6 \rightarrow total\ possible\ outcomes\ \{S,E,N.S,E,S\}}$$

Probability of tossing an 
$$N = \frac{1 \rightarrow favorable\ outcome\ \{N\}}{6 \rightarrow total\ possible\ outcomes\ \{S,E,N,S,E,S\}}$$

#### Listing and Tree Diagrams

To calculate probability, we need to know all the different things that can happen. A sample space is a list of all the possible outcomes of an activity or experiments.

**Example 1:** Suppose you spin the spinner. Make a sample space for the spin.



#### Solution:

The spinner can land on 8 different regions. To make the sample space, list all the possible outcomes of the spin.

**Answer**: The sample space is: 3, 4, 5, 6, 7, 8, 1, 2

**Example 2:** Look at the menu below. How many ways can you order snacks?

# HAMBUGERS Regular Burger Cheeseburger Pizza burger BEVERAGES Juice Tea

There is more than one way to solve this problem.

#### **Solutions:**

 $\it LISTING:$  Use R for regular, C for cheese, P for pizza, J for juice and T for tea.

Outcomes:

a. R, J

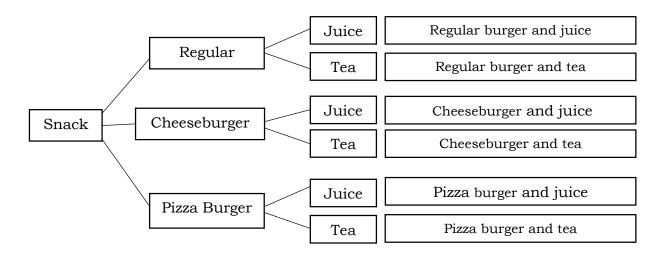
b. R, Tc. C, J

b. d. C, T

e. P, J f. P, T

The list shows there are 6 ways to order snacks.

#### TREE DIAGRAM



In the diagram, we can see that for each of the three kinds of hamburgers, there are two beverage choices. Thus, 3x2=6, there are six ways to order snacks.



#### **Activity 1**

#### **PICK A COLOR**

Materials: a box, 6 marbles, (3 green, 2 blue, 1 red)

#### Procedure:

- a. Put the marbles in the box. Without looking, draw one marble from the box and record the color in the table below.
- b. Put the marble back in the box. Do more 19 trials. Replace the marble each time after recording the color.
- c. How many times out of 20 did you draw a blue marble? Green marble? And red marble?

color	tally	number
Green		
Blue		
Red		

#### Answer the following questions:

- 1. Did you enjoy performing the activity?
- 2. Did you follow the procedure in performing the probability experiment?
- 3. How did you express the outcomes of your probability experiment?
- 4. What did you notice from the results of your probability experiment?

#### **Activity 2**

**Directions:** Express the outcomes of your prediction. Write your answer in your notebook.

- 1. Consider the days of the week. What is the chance that you choose a day which begins with letter T? What is the chance that the day you choose has less than 15 letters?
- 2. Toss a coin. What is the probability that neither the head nor the tail shows up?
- 3. A bag contains 10 marbles 8 yellow marbles, and 2 black marbles. Rona took a marble and returned it. After 10 trials, a yellow marble was picked 6 times. Find the experimental probability of getting red marble.
- 4. If you roll a die, what is the probability that you will get even numbers?

#### **Activity 3**

The table shows the results of a card experiment. Each time a card was picked, it was returned to the bag.

Card Experiment		
Outcome	Number	
blue	27	
green	15	
red	8	

- 1. How many trials of picking a card were made?
- 2. How many times was the blue card picked?
- 3. What is the experimental probability of picking a red card?
- 4. If 10 blue cards were in the bag, how many green cards would you predict?



### What I Have Learned

By doing probability experiment, we can determine the number of times an event occur. We use a table and record the outcome of the probability experiment.

#### A. Fill in the blanks.

(1)	is a probability de	termined from the	e results of an
experiment and also exper	rimental probability is v	what actually happ	ens when we try
it out. When we do someth	hing and we are expecti	ng a result by (2) $_{-}$	or we
are not certain of what the	e result will be, in proba	bility, we call it an	(3)
The uncertain result is ca	lled an (4)	,	
In real life, when	ever we do an experime	ent, two things car	ı happen, either
the one that we expect of	or the one that we do	not. When the re-	sult is what we
expected, then it is the fav	vorable outcome.		
An experimental pr	obability is the (5)	between the	number of times
the event occurs and the	total number of trials.		



#### What I Can Do

In real life, whenever we do an experiment, two things can happen, either the one that we expect or the one that we do not. When the result is what we expected, then it is *the favorable outcome*.

An *experimental probability* is the ratio between the number of times the event occurs and the total number of trials.

<u>Directions</u>: Read the given situation and describe the experimental probability. The first one is done for you.

**Example**: A coin is tossed 60 times. A head appeared twenty-seven times. Find the experimental probability of getting heads.

**Solution:**  $\frac{number\ of\ times\ the\ event\ occurs\ (heads\ appeared)}{total\ number\ of\ trials} = \frac{27}{60} = \frac{9}{20}$ 

Therefore, the experimental probability of getting heads is  $\frac{9}{20}$ 

**Directions:** Read the given situation and record the probability.

Lorraine puts cards with letters of her name into a box. What is the probability that the card she pulls out is /are\_\_\_\_\_?

a. L?
b. O?
c. R?
d. A?
e. I?
f. N?



#### Assessment

**Directions:** Read carefully each statement below. Choose the letter that corresponds to the best answer. Write the chosen letter on a separate sheet of paper.

1.	Toss a die, what is the p (A) 1/6	robability that you v (B) 1/8	will get 4 on top? (C) 2/6	(D)3/6
2.	What is the probability t sunflower, tulips, dahlia		a rose from a flower	shop selling
	(A) 1/2	(B) 0	(C) 1	(D)2
3.	Toss a coin. What is the up?	probability that ne	ither the head nor t	he tail shows
	(A) 2/1	(B) 1/3	(C) 1/2	(D)2/2
4.	What if there are 3 whit box. What is the chance	<del>-</del>		bons in your
	(A) 5/12	(B) 3/12	(C) 4/12	(D)1/12
5.	What is the chance of ch	· ·		
	(A) 12/12	(B) 5/12	(C) 3/12	(D)7/12
6.	If you choose a day at ra (A) 2/7	ndom, what is the p (B) 1/7	•	ng Monday? (D)7/7
7.	What is the probability o	of choosing a day wi	th only 3 letters?	
	(A) 1/7	(B) 2/7	(C) 3/7	(D)0/7
8.	In tossing a coin there as	<del>-</del>		(D) read /no
	(A) yes	(B)no	(C) maybe	(D) yes/no
9.	When the result is what (A) no	we expected, then in (B) maybe	t is the favorable out (C) yes	(D) yes/no
10.0	Combination of outcomes (A) no	can be shown on a (B) yes	tree diagram. (C) maybe	(D) yes/no



You made it! Finally, you're on the last activity. Answer it all correctly so you could climb at the top and get your trophy.

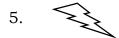
**Directions:** What is the probability that this spinner will land on \_\_\_\_\_? Write in fraction form.

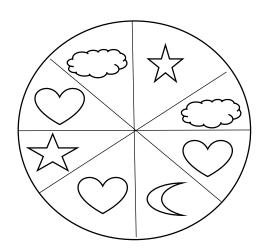












# Answer Key

8\0 .2 4, 2/8 or 1/4 8/1 .8 8/8 .2 1. 2/8 or 1/4

#### Additional Activities

10' B 2. D .6 A .4 .8 3. C D ٠. 5. B .9 A .I Assessment

7. E (1/8) (8/1) N . 65. I(1/8) (8\1) A .4 3. R (2/8) (8/1) O.2 1. L(1/8) What I can do

5. ratio

4. outcome 3. experiment

2. chance

What I Have Learned

4. Answer may vary 3. 4/25 2. 27 times

1.50

Activity 3:

4. 3\6 or \\[\frac{1}{2}\] 3.0 2, 1/2 1,7/2,1

Activity 2:

1-5. Answer may vary

Activity 1:

What's More

5.0 0 .4 1.8 2. 1 1.1

10. D A . . . . . .6 D **d** . 3. D 8. C 2. ٠. С What's In What I Know

1. Experimental probability

#### References

- Borromeo, Melody G. 2016. Teacher's Manual 5. *21st Century MATHletes*. Vibal Group,Inc.
- Lumbre, Angelina P., and Alvin C. Ursua. 2016. *21St Century MATHletes 5 Textbook*. Quezon City: Vibal Group, Inc.
- Perez, Marjoseph H.,and Donnel P. Placer, Jaime R. Burgos, 2016. 21st Century MATHletes 6 Textbook. Quezon City: Vibal Group, Inc.

#### For inquiries or feedback, please write or call:

Department of Education - Bureau of Learning Resources (DepEd-BLR)

Ground Floor, Bonifacio Bldg., DepEd Complex Meralco Avenue, Pasig City, Philippines 1600

Telefax: (632) 8634-1072; 8634-1054; 8631-4985

Email Address: blr.lrqad@deped.gov.ph \* blr.lrpd@deped.gov.ph