

Graphs & Probability

When you click these links you will be leaving Monroe Township Schools.

- Determine the most likely, least likely, or equally likely outcomes in simple experiments (i.e., spinner, number or color cube).
- Select all possible outcomes of a simple experiment (i.e., spinner, coin toss, number or color cube).
- Display information on tables and graphs
- Process data by collecting, organizing, interpreting and communicating

<u>What Do Graphs Do?</u>	<u>Why Can't I Win?</u>	<u>Kids Have Pets</u>
<u>Handling Data</u>	<u>Heads I Win</u>	<u>What do graphs do?</u>
<u>Chances Are</u>	<u>All The Parts</u>	<u>Let's Graph</u>
<u>Points on a Grid</u>	<u>Balloon Bonanza</u>	<u>Spinner Game</u>
<u>Graphing</u>	<u>Create a Bar Graph</u>	<u>Billy Bug Coordinates</u>
<u>Data Picking</u>	<u>Bar Graph Sorter</u>	<u>Cyber Chase Graphing</u>

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