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Chance - Year 4

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CHANCE LANGUAGE

How likely is it?



IMPOSSIBLE

UNLIKELY

EQUALLY LIKELY

LIKELY

CERTAIN



Roll a 9 on a standard die.



A kookaburra lands on your desk today.



A fair coin lands on heads.



You use a pencil this week.



Tomorrow follows today.



CHANCE DETECTIVE



Outcome: a possible result



Equally likely: the same chance



Independent: one event does not change the other



Dependent: one event changes what can happen next



impossible



unlikely



equally likely



likely



certain



CHANCE DETECTIVE



Outcome: a possible result



Equally likely: the same chance



Independent: one event does not change the other



Dependent: one event changes what can happen next



impossible



unlikely



equally likely



likely



certain

LIKELIHOOD LINE SORT

Place each event card in the best category. Be ready to explain your choice.

IMPOSSIBLE

UNLIKELY

EQUALLY LIKELY

LIKELY

CERTAIN

PREVIEW



EVENT CARDS



Roll a 7 on a standard die.



A fair coin lands on tails.



Tomorrow comes after today.



You see a whale in the playground today.



Roll an even number on a standard die.



Choose a blue counter from a bag with 2 blue and 2 yellow.



Choose yellow from a bag with 1 yellow and 9 green.



A classmate uses a pencil this week.



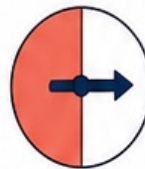
A rainbow appears in the next five minutes.



Roll a number from 1 to 6 on a standard die.



Spin red on a spinner that is half red.



A pet dragon visits school tomorrow.



A bus arrives at a bus stop today.



Pick a star card from a pile containing only circles.



The sun rises tomorrow.



Your next shoe is the left shoe.



Choose green from a bag with 5 green and 5 orange.



A bird flies over your suburb this week.



PROBABILITY TRAIL



1	2	3	4	5	6	7	8
MOVE	CHANCE	EXPLAIN	BONUS	MOVE	CHANCE	EXPLAIN	BONUS

9	10	11	12	13	14	15
MOVE	CHANCE	EXPLAIN	BONUS	MOVE	CHANCE	EXPLAIN

16	17	18	19	20	21	22
BONUS	MOVE	CHANCE	EXPLAIN	BONUS	MOVE	CHANCE

23	24	25	26	27	28	29	30
EXPLAIN	BONUS	MOVE	CHANCE	EXPLAIN	BONUS	MOVE	CHANCE



Roll a die. Move. Follow the space. First to FINISH wins.



PDFVIEWS

PROBABILITY TRAIL CARDS

Name every outcome of a coin toss.



Name every outcome of a standard die.



Which is more likely: rolling 2 or rolling an even number?



Give an impossible school-day event.



Give a certain event for tomorrow.



A bag has 6 red and 2 blue counters. Which colour is more likely?



Are a coin toss and a die roll independent? Explain.



Two counters are drawn without replacement. Independent or dependent?



Order: roll a 7, flip heads, eat lunch.



Design two equally likely spinner outcomes.



Why does three heads not make tails certain next?



Move forward two spaces after explaining equally likely.



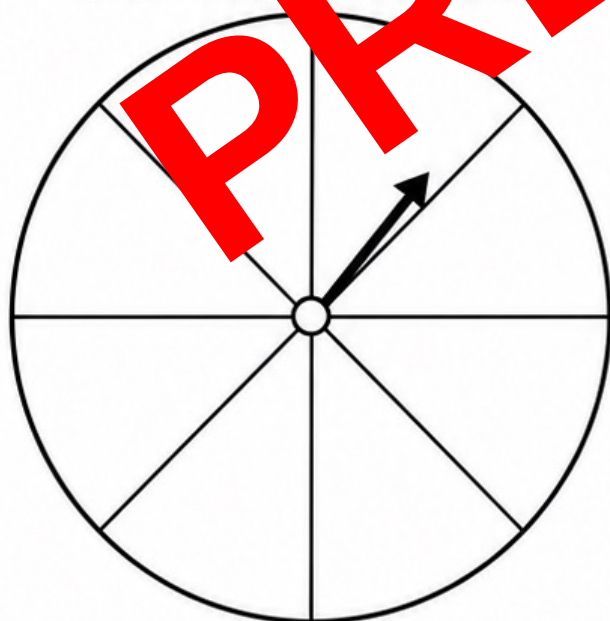
SPINNER STUDIO

Design, test and compare three spinners.

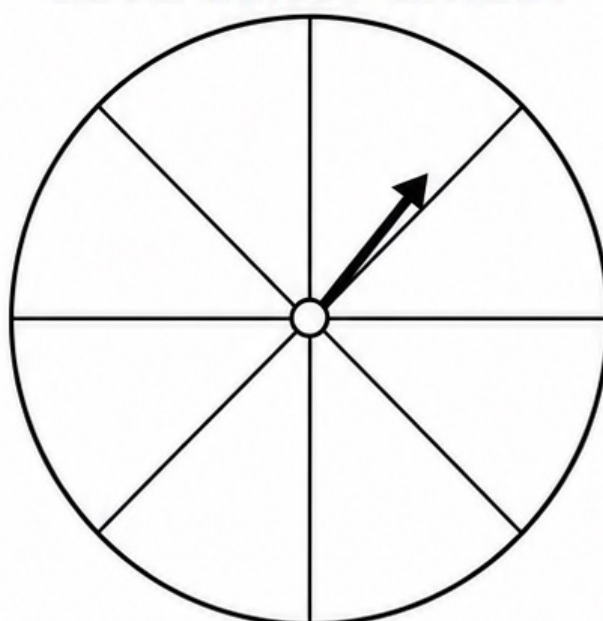
FAIR



RED MOST LIKELY



BLUE LEAST LIKELY



How do the section sizes change the chance?

EVERYDAY CHANCE - PAGE 1

Name: _____

Write impossible, unlikely, equally likely, likely or certain for each event.

1. Roll a 4 on a standard die.



2. Roll a 10 on a standard die.



3. A fair coin lands on heads.



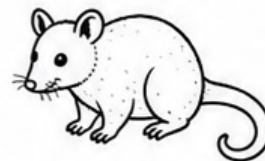
4. Choose blue from a bag with 4 blue and 1 orange.



5. School starts this morning.



6. A possum walks into the classroom today.



7. Tomorrow follows today.



8. Choose a square from a bag containing only circles.



EVERYDAY CHANCE - PAGE 1

Name: ANSWERS

Write impossible, unlikely, equally likely, likely or certain for each event.

1. Roll a 4 on a standard die.

equally likely



2. Roll a 10 on a standard die.

impossible



3. A fair coin lands on heads.

equally likely



4. Choose blue from a bag with 4 blue and 1 orange.

likely



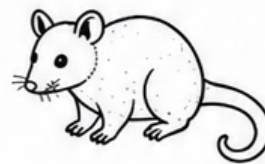
5. School starts this morning.

likely



6. A possum walks into the classroom today.

unlikely



7. Tomorrow follows today.

certain



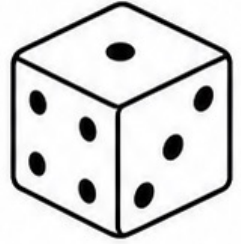
8. Choose a square from a bag containing only circles.

impossible



EVERYDAY CHANCE - PAGE 2

Name: _____



PART A: Order each set from least likely to most likely.

Set 1:

roll a 7

roll an odd number

roll a number from 1 to 6

Set 2:

see a bird today

see a dinosaur today

see the sun rise tomorrow

PART B: Write one reason for each order.

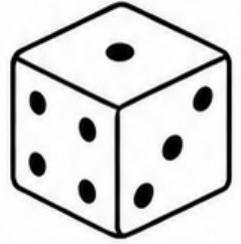
Set 1:

Set 2:

Can two events have the same likelihood? Give an example.

EVERYDAY CHANCE - PAGE 2

Name: **ANSWERS**



PART A: Order each set from least likely to most likely.

Set 1:

roll a 7

roll an odd number

roll a number from 1 to 6

roll a 7 → roll an odd number → roll a number from 1 to 6

Set 2:

see a bird today

see a dinosaur today

see the sun rise tomorrow

see a dinosaur today → see a bird today → see the sun rise tomorrow

PART B: Write one reason for each order.

Set 1:

impossible, equally likely, certain

Set 2:

very unlikely, likely, certain

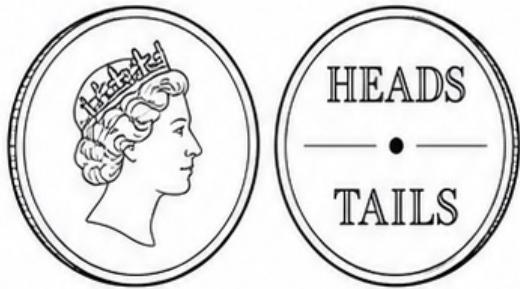
Can two events have the same likelihood? Give an example.

Yes. For a fair coin, heads and tails are equally likely.

OUTCOMES AND FAIRNESS - PAGE 1

Name: _____

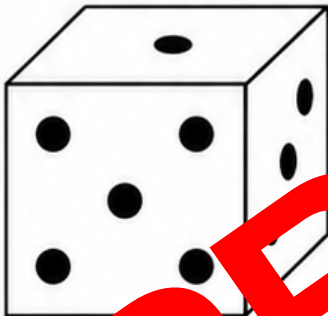
(A) A fair coin



List every possible outcome.

Are the outcomes equally likely? Explain.

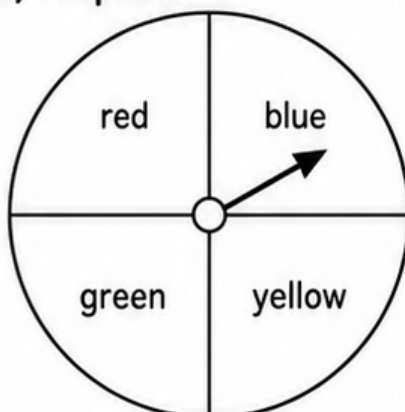
(B) A standard six-sided die



List every possible outcome.

Are the outcomes equally likely? Explain.

(C) A spinner



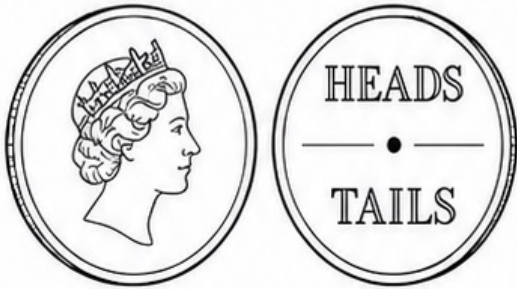
List every possible outcome.

Are the outcomes equally likely? Explain.

OUTCOMES AND FAIRNESS - PAGE 1

Name: **ANSWERS**

(A) A fair coin



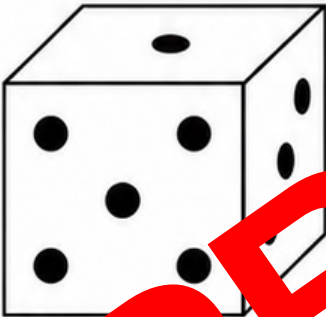
List every possible outcome.

heads, tails

Are the outcomes equally likely? Explain.

Yes. A fair coin has two equal outcomes.

(B) A standard six-sided die



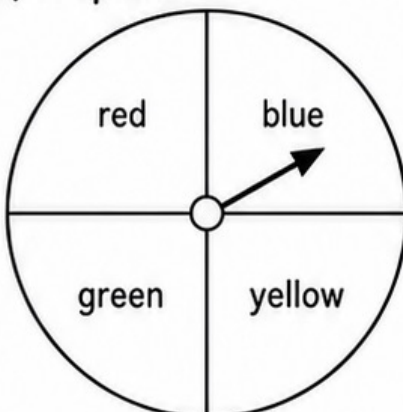
List every possible outcome.

1, 2, 3, 4, 5, 6

Are the outcomes equally likely? Explain.

Yes. Each face is equally likely.

(C) A spinner



List every possible outcome.

red, blue, green, yellow

Are the outcomes equally likely? Explain.

Yes. The four sections are equal.

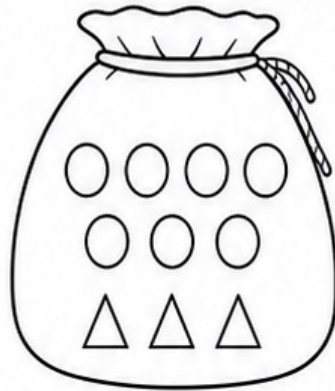
OUTCOMES AND FAIRNESS - PAGE 2

Name: _____

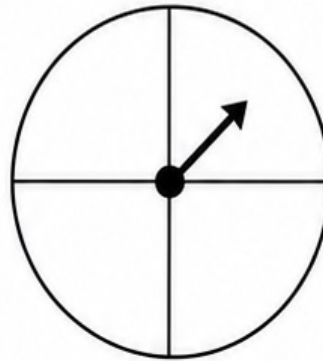
Bag A



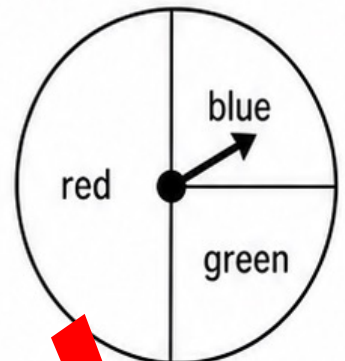
Bag B



Spinner A



Spinner B



1. Which experiment or experiments have equally likely outcomes?

2. For each unequal experiment, identify the most likely and least likely outcome.

3. Change one unequal experiment to make its outcomes equally likely.

4. Explain your thinking using counts or section size.

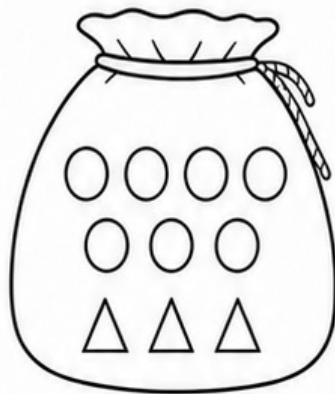
OUTCOMES AND FAIRNESS - PAGE 2

Name: **ANSWERS**

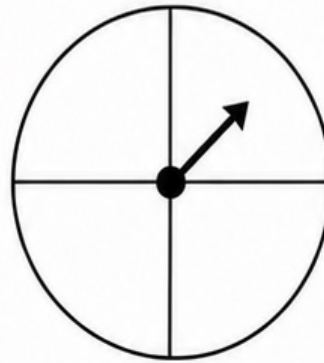
Bag A



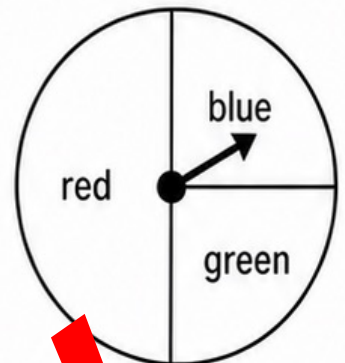
Bag B



Spinner A



Spinner B



1. Which experiment or experiments have equally likely outcomes?

Bag A and Spinner A have equally likely outcomes.

2. For each unequal experiment, identify the most likely and least likely outcome.

Bag B: circle most likely, triangle least likely. Spinner B: red most likely; blue and green equally least likely.

3. Change one unequal experiment to make its outcomes equally likely.

Make Bag B 5 circles and 5 triangles, or make all spinner sections equal.

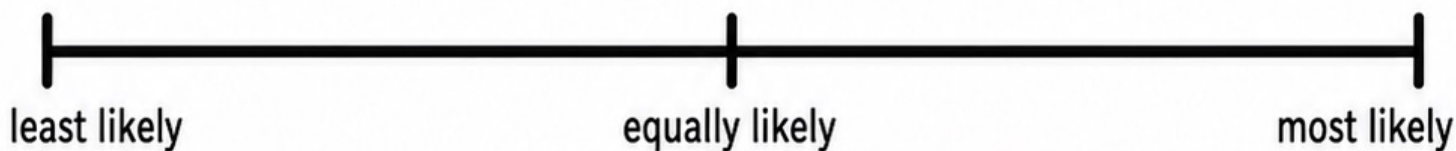
4. Explain your thinking using counts or section size.

More matching outcomes or a larger section means a greater chance.

Name: _____

ORDER THE OUTCOMES

Write each event number in the best place on the chance line.



1. Roll a 7 on a standard die.
2. Roll a 6.
3. Roll an even number.
4. Roll a number less than 7.
5. Choose red from 9 red and 1 blue.
6. Choose blue from 9 red and 1 blue.
7. Flip heads on a fair coin.
8. Tomorrow follows today.
9. A unicorn exists somewhere.

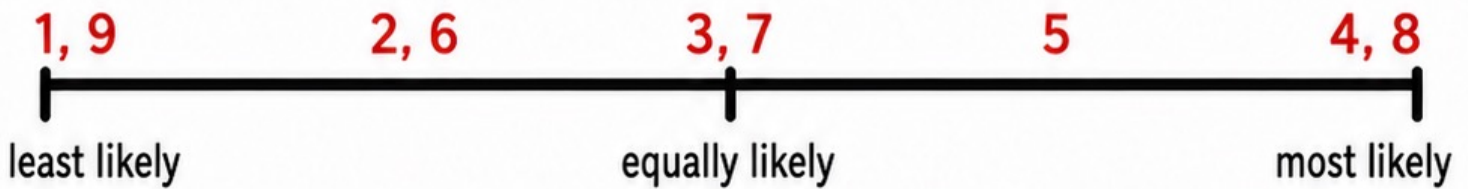
How did the possible outcomes help you decide?

Which events have the same likelihood? Explain.

Name: ANSWERS

ORDER THE OUTCOMES

Write each event number in the best place on the chance line.



1. Roll a 7 on a standard die.
2. Roll a 6.
3. Roll an even number.
4. Roll a number less than 7.
5. Choose red from 9 red and 1 blue.
6. Choose blue from 9 red and 1 blue.
7. Flip heads on a fair coin.
8. Tomorrow follows today.
9. A unicorn exists somewhere today.

How did the possible outcomes help you decide?

Counts and possible outcomes show how likely each event is.

Which events have the same likelihood? Explain.

1 and 9 are impossible; 3 and 7 are equally likely; 4 and 8 are certain.

INDEPENDENT OR DEPENDENT? - PAGE 1

Name: _____

Independent: the first event does not change the second.

Dependent: the first event changes what can happen next.

1.	Toss a coin, then roll a die.	Independent / Dependent
	Reason: _____	
2.	Draw two counters without replacement.	Independent / Dependent
	Reason: _____	
3.	Observe today's weather, then spin a spinner.	Independent / Dependent
	Reason: _____	
4.	Choose two cards with replacement.	Independent / Dependent
	Reason: _____	
5.	Choose a marble, replace it, then choose again.	Independent / Dependent
	Reason: _____	
6.	Choose two students without replacement.	Independent / Dependent
	Reason: _____	
7.	Roll a die twice.	Independent / Dependent
	Reason: _____	
8.	Eat the last apple, then choose fruit again.	Independent / Dependent
	Reason: _____	

INDEPENDENT OR DEPENDENT? - PAGE 1

Name: ANSWERS

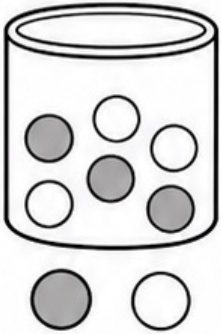
Independent: the first event does not change the second.

Dependent: the first event changes what can happen next.

1.	Toss a coin, then roll a die.	Independent / Dependent
	Reason: <u>coin does not change die</u>	
2.	Draw two counters without replacement.	Independent / Dependent
	Reason: <u>bag changes</u>	
3.	Observe today's weather, then spin a spinner.	Independent / Dependent
	Reason: <u>weather does not change spinner</u>	
4.	Choose two cards without replacement.	Independent / Dependent
	Reason: <u>cards remaining change</u>	
5.	Choose a marble, replace it, then choose again.	Independent / Dependent
	Reason: <u>replacement restores bag</u>	
6.	Choose two students without replacement.	Independent / Dependent
	Reason: <u>students remaining change</u>	
7.	Roll a die twice.	Independent / Dependent
	Reason: <u>one roll does not change the next</u>	
8.	Eat the last apple, then choose fruit again.	Independent / Dependent
	Reason: <u>the last apple is no longer available</u>	

INDEPENDENT OR DEPENDENT? - PAGE 2

Name: _____



1. Coloured counters are drawn twice without replacement.

Independent or dependent?

Explain what changes or stays the same.



2. Spin a spinner, then toss a coin.

Independent or dependent?

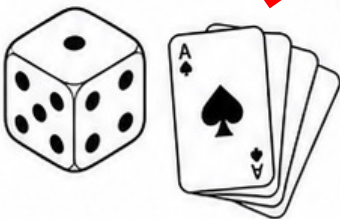
Explain what changes or stays the same.



3. Choose two library books without replacement.

Independent or dependent?

Explain what changes or stays the same.



4. Roll a die, then choose a card.

Independent or dependent?

Explain what changes or stays the same.

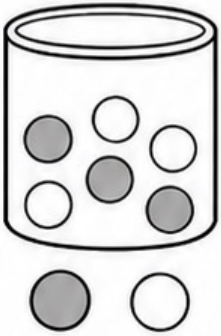
Choose one dependent scenario. Draw a simple before-and-after outcome list.

BEFORE

AFTER

INDEPENDENT OR DEPENDENT? - PAGE 2

Name: **ANSWERS**



1. Coloured counters are drawn twice without replacement.

Independent or dependent?

Explain what changes or stays the same.

Dependent - fewer counters remain.



2. Spin a spinner, then toss a coin.

Independent or dependent?

Explain what changes or stays the same.

Independent - the spinner result does not change heads or tails.

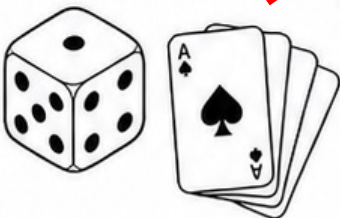


3. Choose two library books without replacement.

Independent or dependent?

Explain what changes or stays the same.

Dependent - the first book is no longer available.



4. Roll a die, then choose a card.

Independent or dependent?

Explain what changes or stays the same.

Independent - the die result does not change the cards.

Choose one dependent scenario. Draw a simple before-and-after outcome list.

BEFORE

red, red, blue

AFTER

after drawing red: red, blue

ROLL, RECORD AND REFLECT - PAGE 1

Name: _____

Predict, then roll a standard die 30 times.

Which outcome do you predict will occur most often? Why?

Outcome	Prediction	Tally	Frequency
1			
2			
3			
4			
5			
6			

Total rolls = 30



ROLL, RECORD AND REFLECT - PAGE 2

Name: _____



1. Which outcome occurred most often?

2. Which outcome occurred least often?

3. Were the results exactly equal? Why or why not?

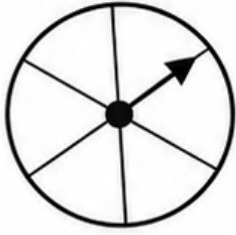
4. Compare your results with a partner.

5. Would 100 rolls usually give a more balanced picture? Explain.

6. Does one roll affect the next roll? Explain.



CREATE A CHANCE GAME



Name: _____

Design a small game using a spinner, die, cards or counters.

My game goal

Possible outcomes

Which outcomes are equally likely?

Are any even/odd numbers?

Rules

Sketch of my game

Test results from 10 turns

Turn	Result
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

One change to make the game fairer

SCHOOL FAIR CHANCE INVESTIGATION - PAGE 1

Name: _____

Score: _____ / 10

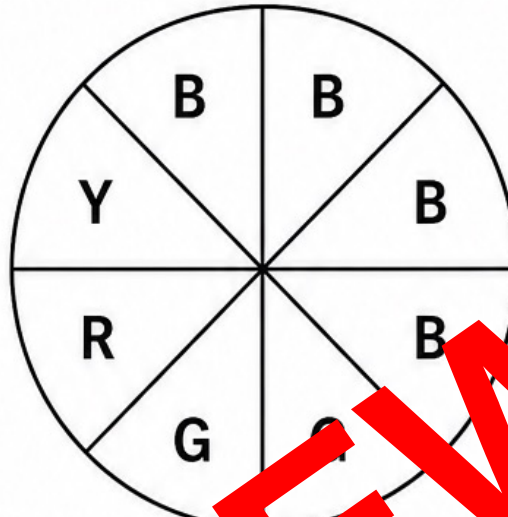
At the school fair, Bag A has 6 star tokens and 2 moon tokens.

Spinner B has 8 equal sections: 4 blue, 2 green, 1 red and 1 yellow.

Bag A



Spinner B



B = blue

G = green

R = red

Y = yellow

1. List the possible outcomes for Bag A. (1 mark)

2. Which Bag A outcome is more likely? Which is less likely? (2 marks)

3. List the possible outcomes for Spinner B. (1 mark)

4. Which Spinner B outcome is most likely? Which outcomes are equally least likely? (2 marks)

5. Order these events from least likely to most likely: spin red; choose moon; spin green; choose star. (2 marks)

6. Explain your order using the counts out of 8. (2 marks)

SCHOOL FAIR CHANCE INVESTIGATION - PAGE 1

Name: **ANSWERS**

Score: **10** / 10

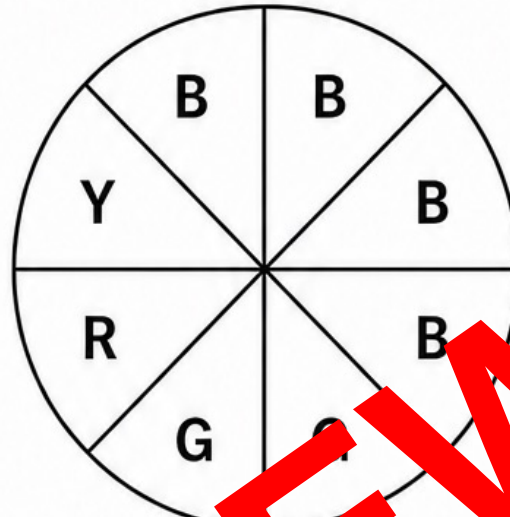
At the school fair, Bag A has 6 star tokens and 2 moon tokens.

Spinner B has 8 equal sections: 4 blue, 2 green, 1 red and 1 yellow.

Bag A



Spinner B



B = blue

G = green

R = red

Y = yellow

1. List the possible outcomes for Bag A. (1 mark)
star, moon
2. Which Bag A outcome is more likely? Which is less likely? (2 marks)
star is more likely, moon is less likely
3. List the possible outcomes for Spinner B. (1 mark)
blue, green, red, yellow
4. Which Spinner B outcome is most likely? Which outcomes are equally least likely? (2 marks)
blue is most likely; red and yellow are equally least likely
5. Order these events from least likely to most likely: spin red; choose moon; spin green; choose star. (2 marks)
spin red → choose moon = spin green → choose star
6. Explain your order using the counts out of 8. (2 marks)
 $1/8 \rightarrow 2/8 = 2/8 \rightarrow 6/8$. Moon and green are tied; red and yellow are also tied at $1/8$.

SCHOOL FAIR CHANCE INVESTIGATION - PAGE 2

Name: _____

Score: _____ / 10

Spinner B has 8 equal sections: 4 blue, 2 green, 1 red and 1 yellow.
Bag A has 6 star tokens and 2 moon tokens.

1. Spin Spinner B, then toss a coin. Independent or dependent? Explain. (2 marks)

2. Draw two Bag A tokens without replacement. Independent or dependent? Explain. (2 marks)

3. Predict the number of each colour in 20 Spinner B trials. Show your thinking. (2 marks)

blue

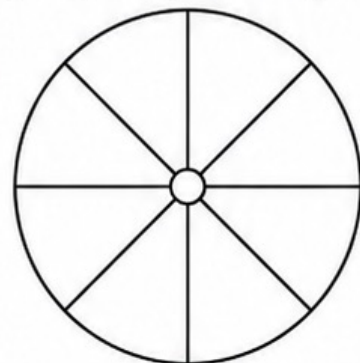
green

red

yellow

4. Why might the actual results vary from your prediction? (2 marks)

5. Change Spinner B so all four colours are equally likely. Explain your design. (2 marks)



SCHOOL FAIR CHANCE INVESTIGATION - PAGE 2

Name: **ANSWERS**

Score: **10** / 10

Spinner B has 8 equal sections: 4 blue, 2 green, 1 red and 1 yellow.
Bag A has 6 star tokens and 2 moon tokens.

1. Spin Spinner B, then toss a coin. Independent or dependent? Explain. (2 marks)

Independent - the spinner does not change heads or tails.

2. Draw two Bag A tokens without replacement. Independent or dependent? Explain. (2 marks)

Dependent - the first token changes what remains.

3. Predict the number of each colour in 20 Spinner B trials. Show your thinking. (2 marks)

blue

about 5

green

about 5

red

about 2 or 3

yellow

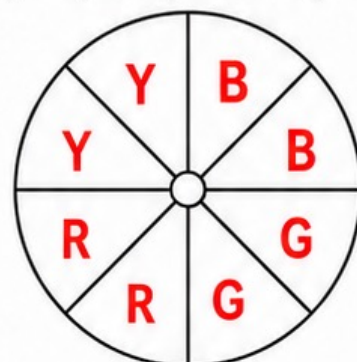
about 2 or 3

4. Why might the actual results vary from your prediction? (2 marks)

Chance results vary in small samples.

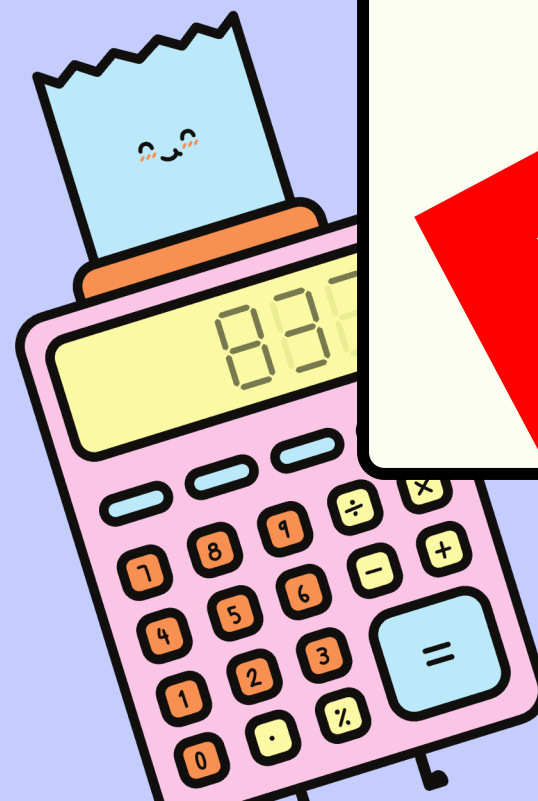
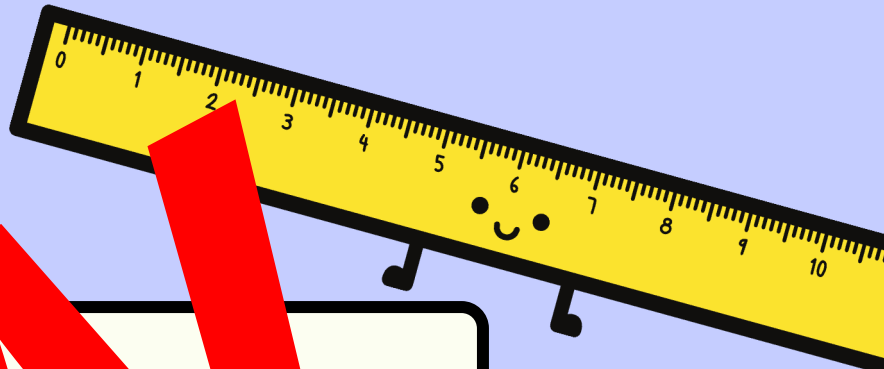
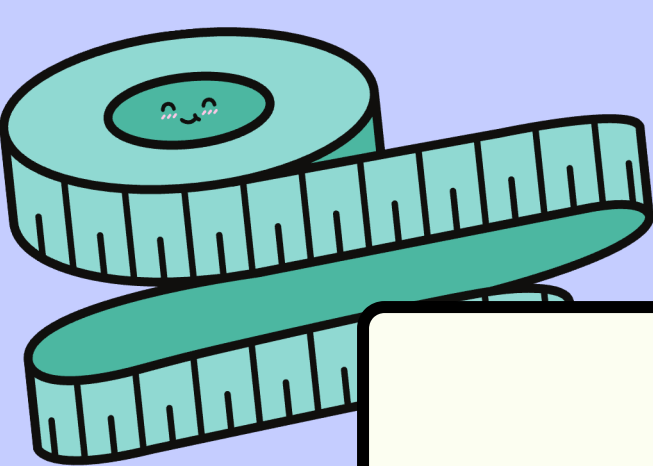
5. Change Spinner B so all four colours are equally likely. Explain your design. (2 marks)

Make 2 of the 8 sections each colour.



CHANCE RUBRIC

CRITERIA	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Describes possible outcomes	Needs substantial support to list outcomes or identifies very few.	Lists some outcomes but may miss several or include incorrect ones.	Lists all possible outcomes for a simple chance situation accurately.	Lists all outcomes accurately for a range of situations and organises them clearly.	Lists all outcomes and uses systematic methods to ensure none are missed in unfamiliar situations.
Orders likelihood	Needs substantial support to order likelihood or orders incorrectly.	Orders some outcomes but may be partially correct or inconsistent.	Orders outcomes being likely, equally likely and unlikely accurately.	Orders outcomes accurately and explains choices clearly.	Orders outcomes in unfamiliar contexts and justifies choices with convincing reasoning.
Uses evidence and chance language	Needs substantial support to use chance language or provide evidence.	Uses some chance language and basic evidence but may be vague or limited.	Uses appropriate chance language and simple evidence to support ideas.	Uses precise chance language and clear evidence to support conclusions.	Uses precise chance language and strong evidence to justify ideas in unfamiliar situations.
Identifies independent and dependent events	Needs substantial support to identify independent or dependent events.	Identifies some events correctly but confuses others.	Correctly identifies independent and dependent events in given situations.	Accurately identifies independent and dependent events and explains the difference.	Applies understanding of independent and dependent events to solve unfamiliar problems and justify decisions.
Explains reasoning	Needs substantial support to explain thinking or provides minimal explanation.	Provides a simple explanation but may lack clarity or key details.	Explains reasoning clearly using appropriate mathematical ideas.	Explains reasoning clearly with logical steps and links to evidence.	Explains reasoning thoroughly and justifies decisions in unfamiliar situations.



PREVIEW

Chance



What We Are Learning

We will:

- describe events and every possible outcome
- order outcomes and events by likelihood
- identify independent and dependent events



What Is Chance?

Chance describes how likely an event or outcome is to occur.

We use evidence from possible outcomes – not just guesses.



Chance Language

impossible → unlikely → equally likely → likely → certain

These words help us compare events clearly.



Warm-Up

Place these from least likely to most likely:

- roll a 7 on a standard die
- eat lunch today
- flip heads on a fair coin
- see a penguin in the classroom



Experiments and Outcomes

Chance experiment: an action with uncertain results.

Outcome: one possible result.

Coin → heads or tails

Die → 1, 2, 3, 4, 5, 6

Spinner → any labelled section



Coin Outcomes

Possible outcomes: head and tail

For a fair coin, both outcomes are equally likely.

One toss does not remember the toss before it.



Die Outcomes

Possible outcome: 1, 2, 3, 4, 5, 6

Odd event: 1, 3, 5

Even event: 2, 4, 6

Odd and even are equally likely.



Spinner Outcomes

The labels show the possible outcomes.

Equal section sizes give equal chances.

Larger sections are more likely than smaller sections.



Equally Likely

Same chance = equally likely

Examples:

- heads and tails on a fair coin
- each face on a fair die
- colours on equal spinner sections



Not Equally Likely

Bag: 5 blue counters and 2 yellow counters.

Possible outcomes: blue or yellow.

Blue is more likely; yellow is less likely.

Both are still possible.



Compare the Chances

Compare the number or size of favourable outcomes.

Blue: 3 matching counters out of 7

Yellow: 2 matching counters out of 7

More matching outcomes means a greater chance.



Order and Explain

Use evidence, not guess

1. List the possible outcomes.
2. Decide how many support each event.
3. Place the events on the chance scale.

4. Explain your order.



Independent Events

Independent events do not affect each other.

The first result does not change the second event's possible outcomes or chances.



Coin Then Die

Toss a coin, then roll a die.

The coin toss does not alter 1, 2, 3, 4, 5, 6.

The events are independent.



Dependent Events

Dependent events can change what happens next.

The first result changes the remaining outcomes or their chances.



Without Replacement

Draw two counters without replacement.

After the first draw, one counter is gone.

The box has changed before the second draw.

The events are dependent.



Quick Sort

Independent or Dependent?

coin, then a coin

two numbers without replacement

today's weather, then a die roll

- two team captains without replacement

Explain each choice.



Mini Investigation

Predict, then spin 20 times.

Try every outcome.

Compare the results with your prediction.

Explore why a small sample may not be perfectly balanced.



Explain Your Reasoning

"I think ____ is more likely because ____."

"These events are independent because ____."

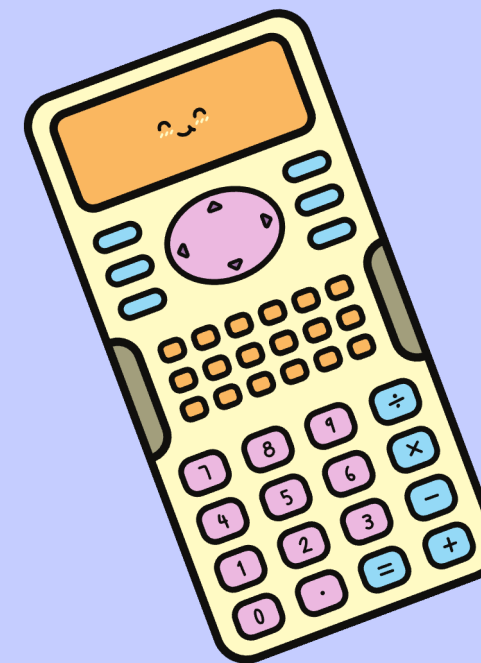
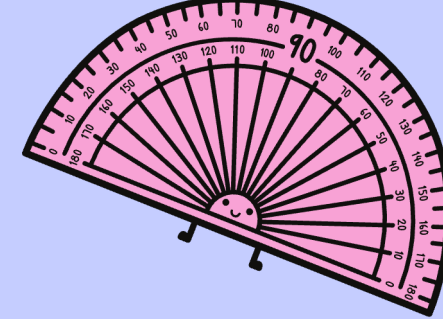
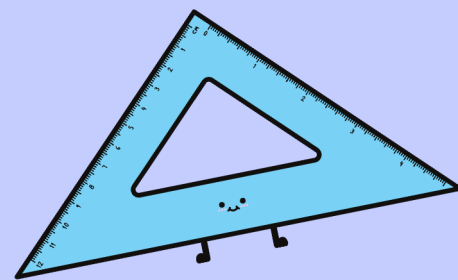
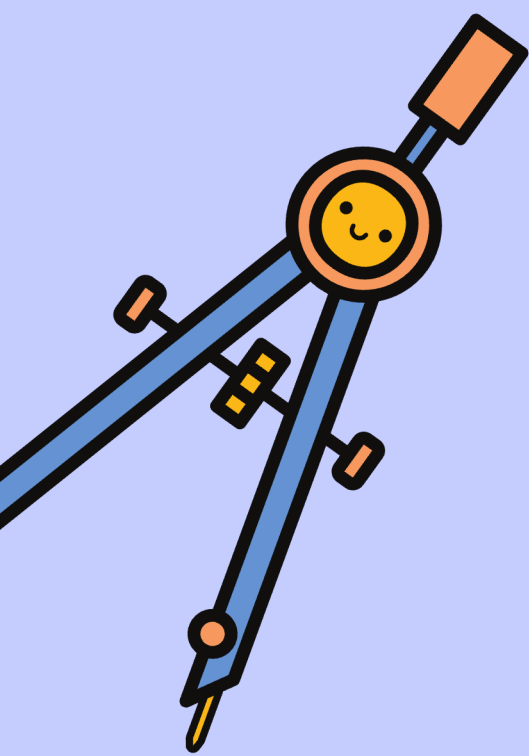
"These events are dependent because ____."



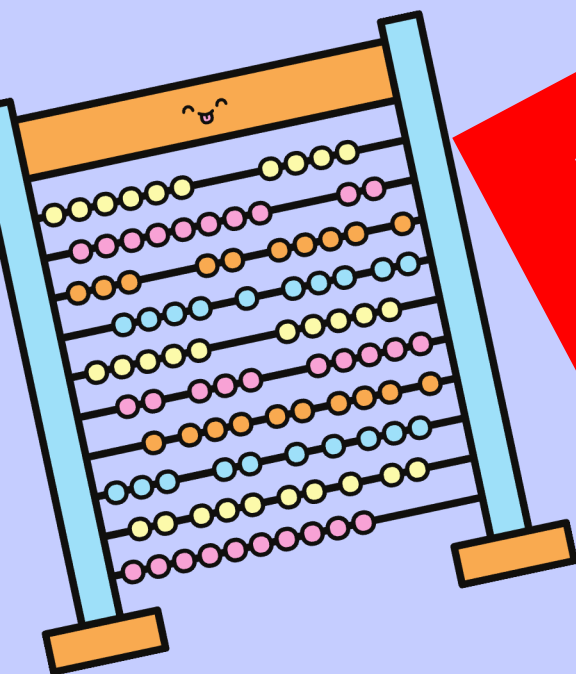
Review and Exit Ticket

1. List all outcomes of a fair coin.
2. Ordering a 7, in heads, at lunch.
3. Give one independent pair.
4. Give one dependent pair.

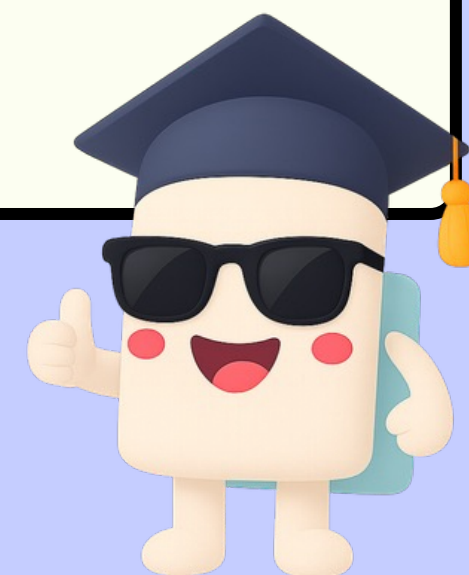
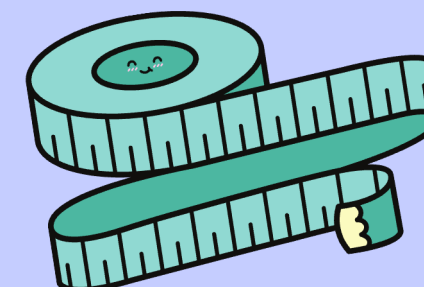
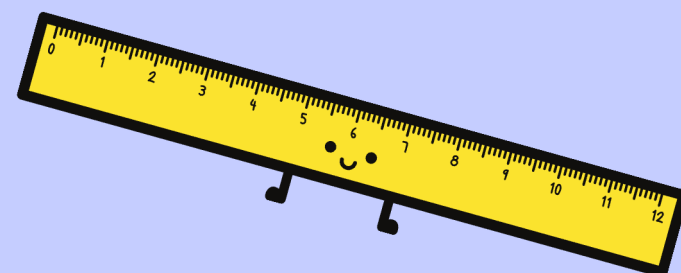




Well Done!



PREVIEW



Chance Quiz

PREVIEW



QUESTION 1

MULTIPLE CHOICE

Which list shows every possible outcome of a standard six-sided die?

- A. 1, 2, 3, 4, 5, 6
B. 1, 2, 3, 4, 5, 6
C. odd, even D. 0 to 6



ANSWER 1

B. A standard die can land on 1, 2, 3, 4, 5 or 6.

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QUESTION 2

TRUE OR FALSE

If a red counter is taken from a bag and not replaced, the chance of the next colour can change.



ANSWER 2

True. Removing a counter changes what remains and the events are dependent.



QUESTION 3

SHORT ANSWER

What are the two possible outcomes of tossing a coin once?



ANSWER 3

Heads and tails

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QUESTION 4

MULTIPLE CHOICE

Which order runs from least likely to most likely?

A. eat lunch → roll 7 → flip heads

B. roll 7 → flip heads → eat lunch

C. flip heads → eat lunch → roll 7

D. eat lunch → flip heads → roll 7



ANSWER 4

B. Rolling a 7 is impossible on a standard die, heads is equally likely, and eating lunch today is highly likely.



QUESTION 5

TRUE OR FALSE

Flipping a coin and then rolling a die are independent events.



ANSWER 5

True. The coin result does not have the die outcomes.

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QUESTION 6

SHORT ANSWER

A bag has 4 blue counters and 1 gold counter. Which colour is most likely to be drawn?



ANSWER 6

Blue, because 4 of the counters are blue.

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QUESTION 7

MULTIPLE CHOICE

Spinner sections: red, red, blue, yellow. Which colour is most likely?

A. red B. blue C. yellow D. all equally likely



ANSWER 7

A. Red covers 2 of the 4 equal sections.

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QUESTION 8

TRUE OR FALSE

After three heads in a row, tails must occur next.



ANSWER 8

False. Each fair coin toss is independent and heads and tails remain equally likely.



QUESTION 9

SHORT ANSWER

Two cards are drawn without replacement. Are the events independent or dependent?



ANSWER 9

Dependent, because the first card's removal changes what can be drawn next



QUESTION 10

MULTIPLE CHOICE

Which event is certain?

- A. roll a number from 1 to 6 on a standard die
- B. roll a 6
- C. roll an even number
- D. roll a number greater than 4

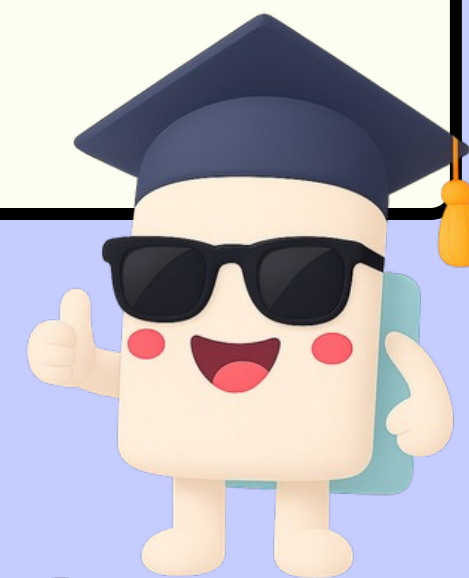
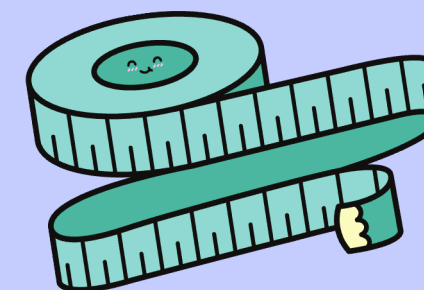
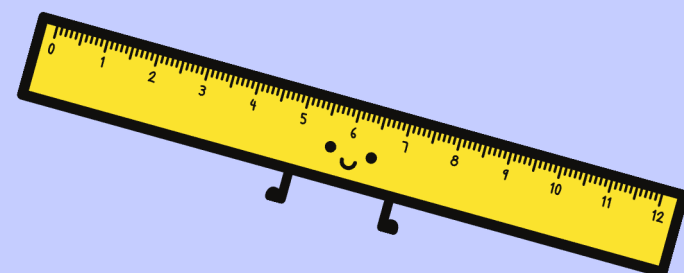
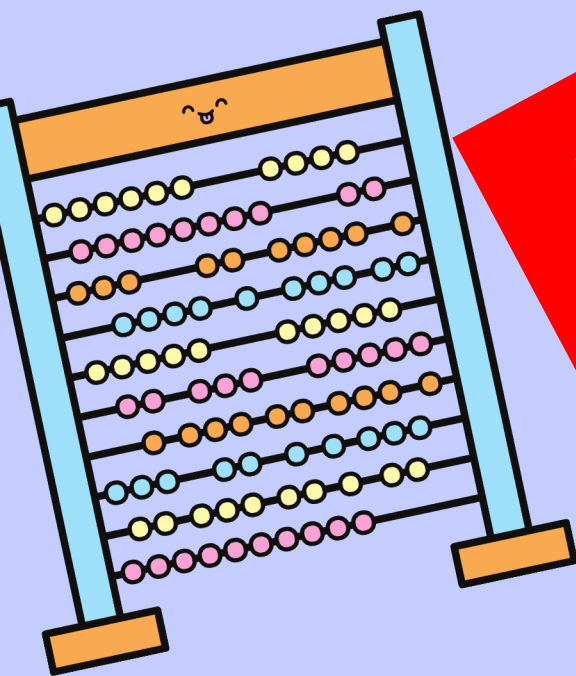
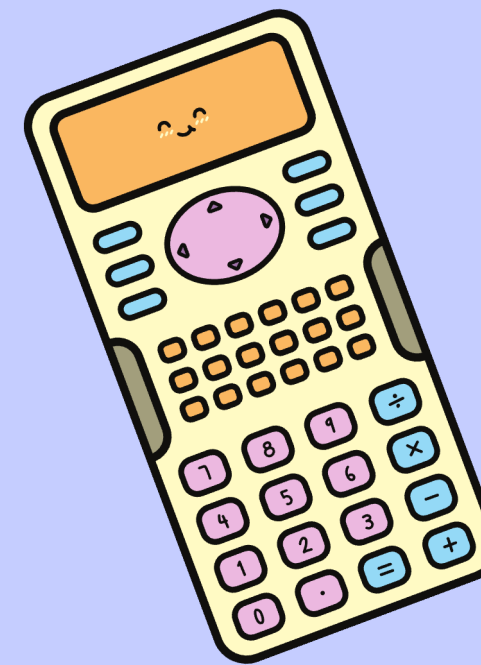
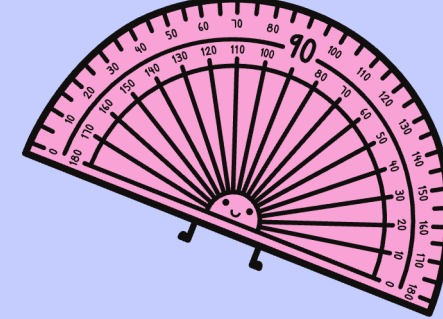
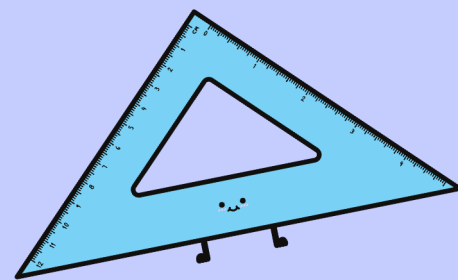
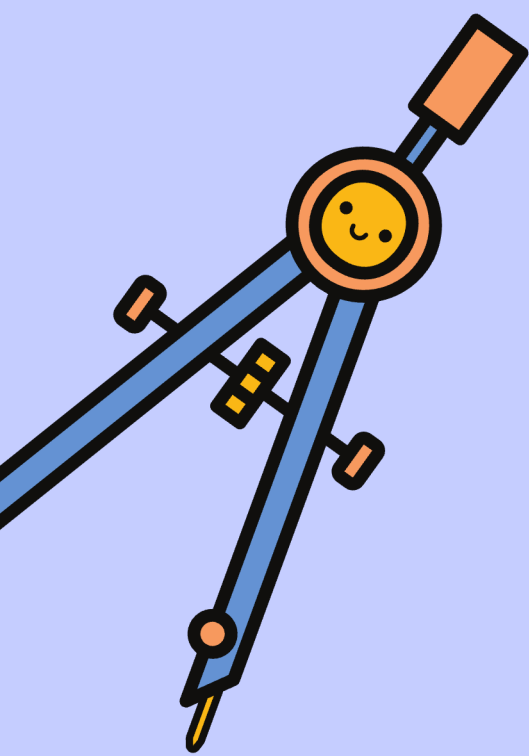


ANSWER 10

A. Every face on a standard die is numbered from 1 to 6.

PREVIEW





PREVIEW

Well Done!