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| **LG #** | **714** | **Standards:** | **7.SP.3.5, 7.SP.3.6, 7.SP.3.7, 7.SP.3.8** |
| **4.0** | **In addition to Score 3.0, in-depth inferences and applications that go beyond instruction to the standard.**  **The student will be able to:**   * Analyze the likelihood of winning and fairness of popular board games. (i.e. Yahtzee, War, Bingo) * Design a card game that is not fair but appears to be fair according to the rules.   **No major errors or omissions regarding the score 4.0 content.** | | |
| **3.5** | In addition to 3.0, in-depth inferences and applications with partial success. | | |
| **3.0** | **Students will be able to investigate chance processes and develop, use, and evaluate probability models.**  **The student will be able to:**   * [Use variability to explain why the experimental probability will not always exactly equal the theoretical probability. (7.SP.3.6)](http://www.cpalms.org/Public/PreviewResource/Preview/70680) * [Develop a uniform probability model by assigning equal probability to all outcomes. (7.SP.3.7a)](http://www.cpalms.org/Public/PreviewResource/Preview/66148) * Utilize a uniform probability model to determine and define the probability of simple and compound events. (7.SP.3.7a, 7.SP.3.8a) * [Develop an experimental probability model based on observed frequencies. (7.SP.3.7b)](http://www.cpalms.org/Public/PreviewResource/Preview/66781) * [Compare the observed frequencies to the model and explain possible sources of any discrepancies. (7.SP.3.7b)](http://www.cpalms.org/Public/PreviewResource/Preview/66147) * Create a sample space of all possible outcomes for compound events by [using an organized list](http://www.cpalms.org/Public/PreviewResource/Preview/70688), a table, or a [tree diagram](http://www.cpalms.org/Public/PreviewResource/Preview/72054) and [use it to determine probabilities](http://www.cpalms.org/Public/PreviewResource/Preview/70685). (7.SP.3.8b) * [Design and utilize a simulation to predict the probability of a compound event. (7.SP.3.8c)](http://www.cpalms.org/Public/PreviewResource/Preview/70690)   **No major errors or omissions regarding the score 3.0 content (simple or complex).** | | |
| **2.5** | No major errors or omissions regarding 2.0 content and partial knowledge of 3.0 content. | | |
| **2.0** | **The student recognizes and describes specific terminology such as:**   |  |  |  |  | | --- | --- | --- | --- | | * Theoretical Probability * Experimental Probability * Fundamental Counting Principle * Frequency | * Tree Diagram * Sample Space * Probability * Outcome * Chance | * Simulation * Compound Events * Independent Event * Simple Event * Event | * Likely * Unlikely * Chance * Likelihood * Tables |   **The student will be able to:**   * Define probability as a ratio that compare favorable outcomes to all possible outcomes. (7.SP.3.5) * [Recognize and explain that probabilities are expressed as a number between 0 and 1. (7.SP.3.5)](http://www.cpalms.org/Public/PreviewResource/Preview/66130) * [Interpret a probability](http://www.cpalms.org/Public/PreviewResource/Preview/66141) near 0 as unlikely to occur, a probability near 1 as likely to occur, and a probability near as being neither unlikely nor likely. (7.SP.3.5) * Collect data on a chance process to approximate its probability. (7.SP.3.6) * [Use probability to predict the number of times a particular event will occur given a specific number of trials. (7.SP.3.6)](http://www.cpalms.org/Public/PreviewResource/Preview/70676) | | |
| **1.5** | Partial knowledge of the score 2.0 content, but major errors or omissions regarding score 3.0 content. | | |
| **1.0** | With partial understanding of some of the simpler details and processes and some of the more complex ideas and processes. | | |
| **0.5** | With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes. | | |
| **0.0** | Even with help, no understanding or skill is demonstrated | | |