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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:**

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| * 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 $\frac{1}{2}$ 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)
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| **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 |