## **Lesson 4 Skills Practice**

## **Simulations**

**1. QUIZZES** Describe a situation that you could use to answer a 15-question quiz, if five questions are true or false questions. You tossa coin for the true or false 5 times.

**2. PRIZES** During the grand opening of a fast food restaurant, every person that comes to the the restaurant receives a prize. There are 6 different prizes. Describe a model that could be used to simulate which prizes the first 75 customers will receive.

You roll a cube 1 to 6 times which can be represented in each prize. Roll the cube 75 times and copy the results to show the 75 customers who got a surprise.

- **3. STUDENT COUNCIL** Mrs. Corley wants to randomly choose 3 students to represent her homeroom on student council. There are 30 students in the class. Describe a model that could be used to simulate this situation. Spinning the spinner thats split into 5 sections, and rolling a cube could have 30 outcomes.
- **4. SALES** A music store has determined that 65% of customers who buy a compact disc buy a pop music compact disc. Describe a model that you could use to simulate a CD purchase. 65% = 65/100 = 13/20. You use 13 marbles to represent pop music.

**5. SANDWICHES** A sandwich shop offers 6 different types of sandwiches on either white or wheat bread. If each type of sandwich and bread is equally likely to be chosen by a customer, describe a model that could be used to simulate the orders of the next 10 customers. There are 6 types of sandwhiches, and two types of bread.