## A Brief Example of What is Expected

1. The teacher must approve your carnival project and initial the top of this packet before your group starts.
2. The group will submit a formal document including:
a. Hypothesis of what is expected: 1 out of 7 tosses will be successful. If I charge one Billerbuck for 3 tosses and pay out 2 Billerbucks for a successful toss, I will make a profit.
b. Data Collection Actually play the game and collect the data on how many tosses it takes for a successful toss to occur.
c. Analysis of Probabilities of Winning and Losing: $\quad P($ Winning $)=1 / 7 \quad P($ Losing $)=6 / 7$
d. Graphics and Visuals anticipated in real project Make a dot plot of your experimental testing of your game
e. Interpretation of Experimental Results Why are theoretical and experimental probabilities not the same?
f. Conclusions and Recommendations for Improving Carnival Project To make my game more profitable, but desirable to play I will cut costs to make a profit of only 1 Billerbuck per 3 tries, since the game was much harder to be successful at than I thought---1/10 tosses were successful.
g. Grading of All Other Group Carnival Projects We won't do this this time due to Distance Learning.
3. The group will build the carnival game for class use on our class carnival day and for the school carnival day. Next Year hopefully!
