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: P(Winning)= 1/7 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!