

Possible Outcomes

List every outcome that could happen. Then write how many.

Remember

An **outcome** is one result that could happen.

Example Flip a coin.

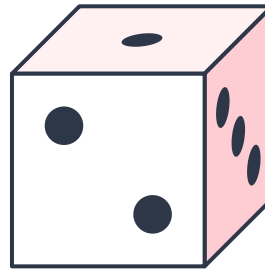


Outcomes:

heads, tails

How many? 2

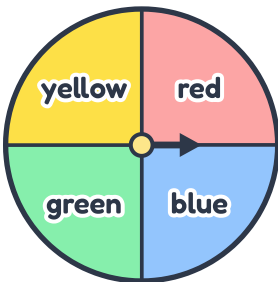
1. Roll a number cube.



Outcomes:

How many? _____

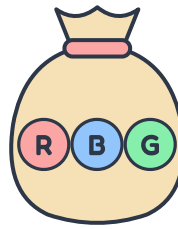
2. Spin the spinner.



Outcomes:

How many? _____

3. Pick a marble without looking.



R = red B = blue
G = green

Outcomes:

How many? _____

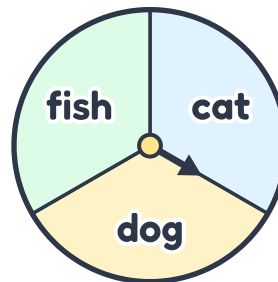
4. Pick a card without looking.



Outcomes:

How many? _____

5. Spin the spinner.



Outcomes:

How many? _____

Possible Outcomes

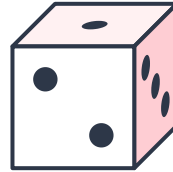
Could it happen? Circle possible or impossible.

Example Flip a coin. Get heads.



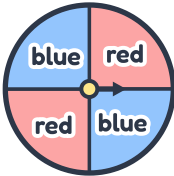
possible
impossible

1. Roll a 7.



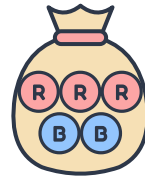
possible
impossible

2. Spin green.



possible
impossible

3. Pick a blue marble.



R = red
B = blue

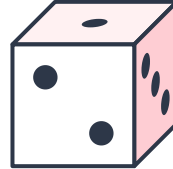
possible
impossible

4. Pick an odd number.



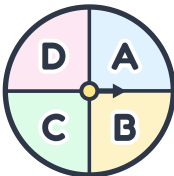
possible
impossible

5. Roll a number less than 3.



possible
impossible

6. Spin the letter E.



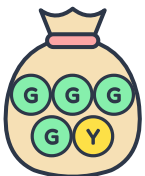
possible
impossible

7. Pick a number greater than 12.



possible
impossible

8. Pick a red marble.



G = green
Y = yellow

possible
impossible

9. Spin an even number.



possible
impossible

Possible Outcomes

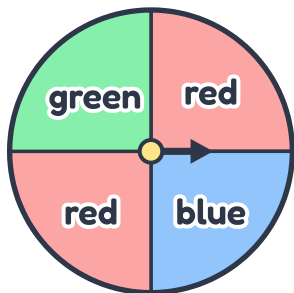
List each different outcome only once. Then write how many.

Remember

A color on 2 parts of a spinner is still only 1 outcome.

Example

Spin the spinner.

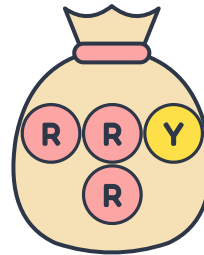


Different outcomes:

red, blue, green

How many? 3

1. Pick a marble without looking.

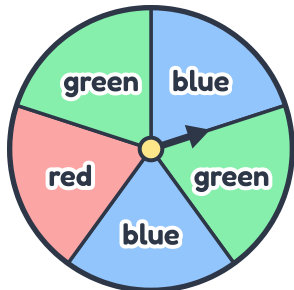


R = red Y = yellow

Different outcomes:

How many? _____

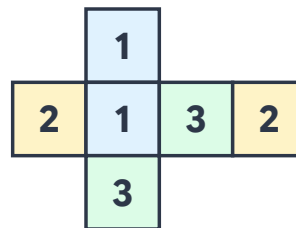
2. Spin the spinner.



Different outcomes:

How many? _____

3. Roll a cube with these faces.



Different outcomes:

How many? _____

4. Pick a card without looking.



Different outcomes:

How many? _____

5. Spin the spinner.



Different outcomes:

How many? _____

Possible Outcomes

Match each event to its outcomes. Then circle the tool.

Write the letter of the outcomes for each event.

A red, blue

B 1, 2, 3, 4, 5, 6

C heads, tails

D A, B, C

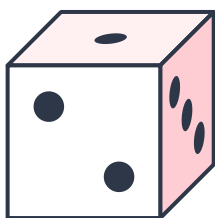
E 1, 2, 3, 4

1.



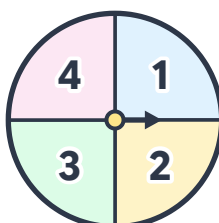
Flip a coin.

2.



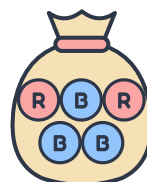
Roll a number cube.

3.



Spin the spinner.

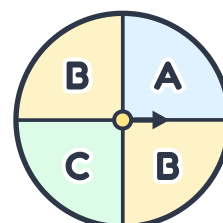
4.



R = red B = blue

Pick a marble.

5.

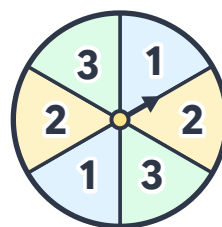
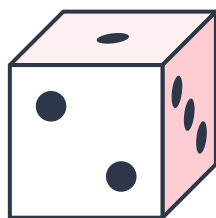


Spin the spinner.

Which tool could give these outcomes? Circle it.

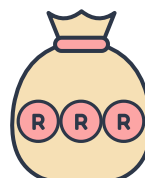
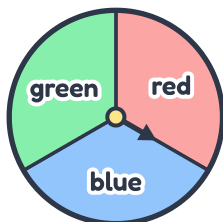
6. Outcomes:

1, 2, 3

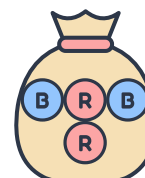


7. Outcomes:

red, blue



R = red



B = blue R = red

Possible Outcomes

Roll a number cube and tally the outcomes. Then design spinners.

Roll a number cube 30 times. Make a tally mark for each roll.

Outcome	Tally	Total
 1		
 2		
 3		
 4		
 5		
 6		
All the rolls:		

1. Which outcomes happened?

2. Did any outcome not happen?
Which one?

3. Could you ever roll a 7?

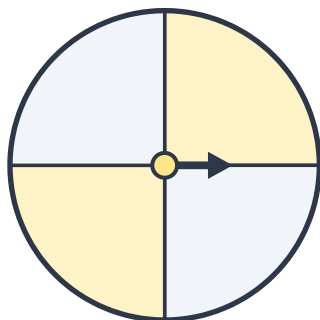
yes

no

4. List every outcome a number cube could show.

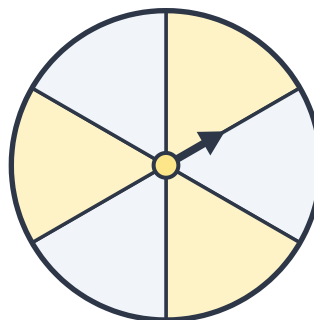
Design a spinner. Write an outcome in each part.

5. The only outcomes must be
A, B, C and D



Write in all 4
parts.

6. The only outcomes must be
red and blue



Write in all 6
parts.

Possible Outcomes

List every outcome that could happen. Then write how many.

Remember

An **outcome** is one result that could happen.

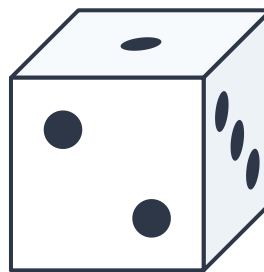
Example Flip a coin.

Outcomes:

heads, tails

How many? 2

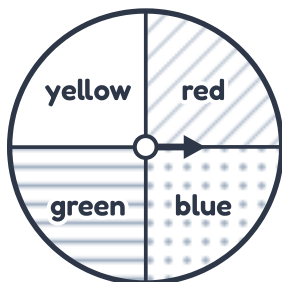
1. Roll a number cube.



Outcomes:

How many? _____

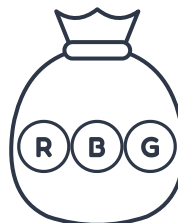
2. Spin the spinner.



Outcomes:

How many? _____

3. Pick a marble without looking.

R = red B = blue
G = green

Outcomes:

How many? _____

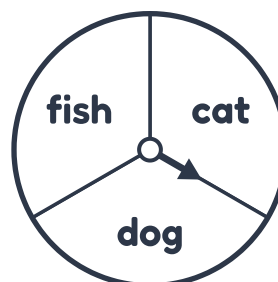
4. Pick a card without looking.



Outcomes:

How many? _____

5. Spin the spinner.



Outcomes:

How many? _____

Possible Outcomes

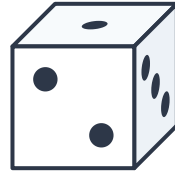
Could it happen? Circle possible or impossible.

Example Flip a coin. Get heads.



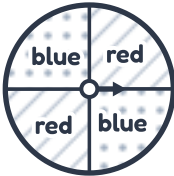
possible
impossible

1. Roll a 7.



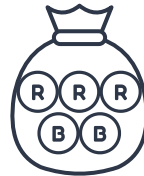
possible
impossible

2. Spin green.



possible
impossible

3. Pick a blue marble.



R = red
B = blue

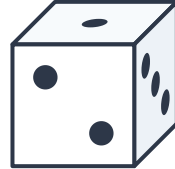
possible
impossible

4. Pick an odd number.



possible
impossible

5. Roll a number less than 3.



possible
impossible

6. Spin the letter E.



possible
impossible

7. Pick a number greater than 12.



possible
impossible

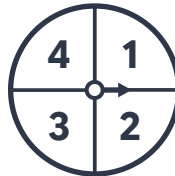
8. Pick a red marble.



G = green
Y = yellow

possible
impossible

9. Spin an even number.



possible
impossible

Possible Outcomes

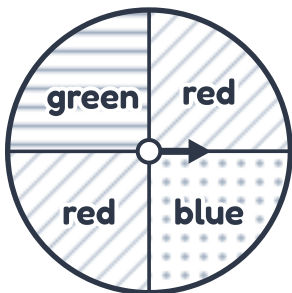
List each different outcome only once. Then write how many.

Remember

A color on 2 parts of a spinner is still only 1 outcome.

Example

Spin the spinner.

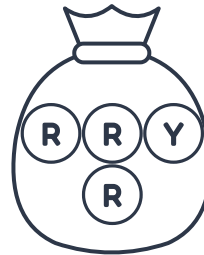


Different outcomes:

red, blue, green

How many? 3

1. Pick a marble without looking.

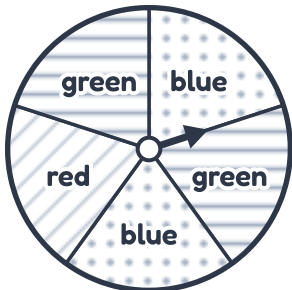


R = red Y = yellow

Different outcomes:

How many? _____

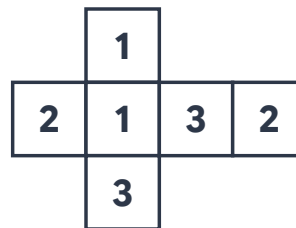
2. Spin the spinner.



Different outcomes:

How many? _____

3. Roll a cube with these faces.



Different outcomes:

How many? _____

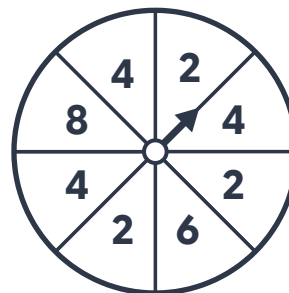
4. Pick a card without looking.



Different outcomes:

How many? _____

5. Spin the spinner.



Different outcomes:

How many? _____

Possible Outcomes

Match each event to its outcomes. Then circle the tool.

Write the letter of the outcomes for each event.

A red, blue

B 1, 2, 3, 4, 5, 6

C heads, tails

D A, B, C

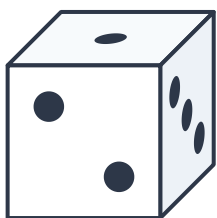
E 1, 2, 3, 4

1.



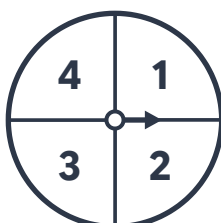
Flip a coin.

2.



Roll a number cube.

3.



Spin the spinner.

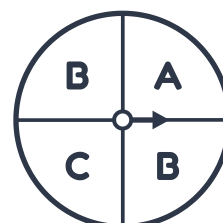
4.



R = red B = blue

Pick a marble.

5.

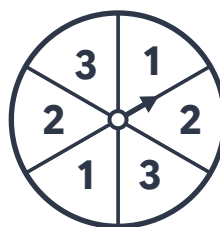
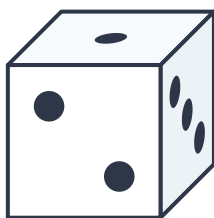


Spin the spinner.

Which tool could give these outcomes? Circle it.

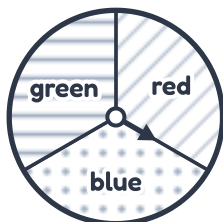
6. Outcomes:

1, 2, 3



7. Outcomes:

red, blue



R = red



B = blue R = red

Possible Outcomes

Roll a number cube and tally the outcomes. Then design spinners.

Roll a number cube 30 times. Make a tally mark for each roll.

Outcome	Tally	Total
 1		
 2		
 3		
 4		
 5		
 6		
All the rolls:		

1. Which outcomes happened?

2. Did any outcome not happen?
Which one?

3. Could you ever roll a 7?

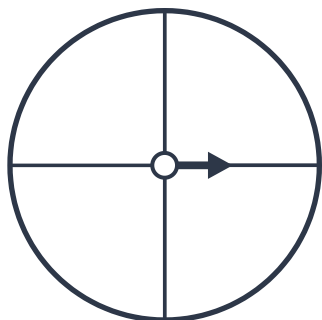
yes

no

4. List every outcome a number cube could show.

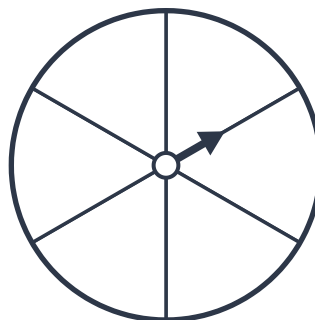
Design a spinner. Write an outcome in each part.

5. The only outcomes must be
A, B, C and D



Write in all 4
parts.

6. The only outcomes must be
red and blue



Write in all 6
parts.

Possible Outcomes

List every outcome that could happen. Then write how many.

Remember

An **outcome** is one result that could happen.

Example Flip a coin.

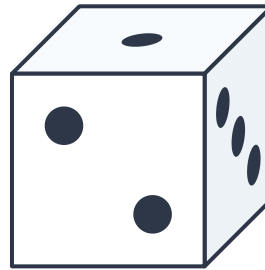


Outcomes:

heads, tails

How many? 2

1. Roll a number cube.

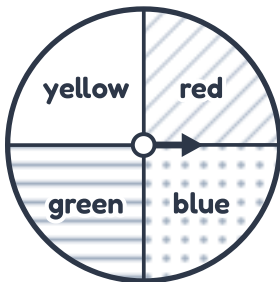


Outcomes:

1, 2, 3, 4, 5, 6

How many? 6

2. Spin the spinner.



Outcomes:

red, blue, green, yellow

How many? 4

3. Pick a marble without looking.



R = red B = blue
G = green

Outcomes:

red, blue, green

How many? 3

4. Pick a card without looking.

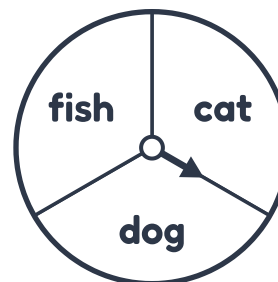


Outcomes:

3, 5, 7, 9

How many? 4

5. Spin the spinner.



Outcomes:

cat, dog, fish

How many? 3

Possible Outcomes

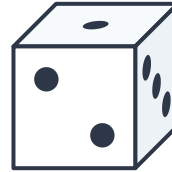
Could it happen? Circle possible or impossible.

Example Flip a coin. Get heads.



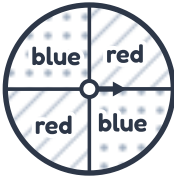
possible
impossible

1. Roll a 7.



possible
impossible

2. Spin green.



possible
impossible

3. Pick a blue marble.



R = red
B = blue

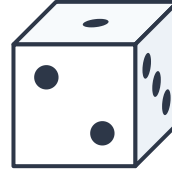
possible
impossible

4. Pick an odd number.



possible
impossible

5. Roll a number less than 3.



possible
impossible

6. Spin the letter E.



possible
impossible

7. Pick a number greater than 12.



possible
impossible

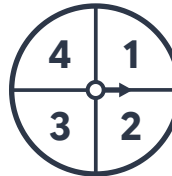
8. Pick a red marble.



G = green
Y = yellow

possible
impossible

9. Spin an even number.



possible
impossible

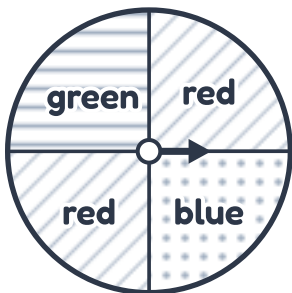
Possible Outcomes

List each different outcome only once. Then write how many.

Remember

A color on 2 parts of a spinner is still only 1 outcome.

Example Spin the spinner.

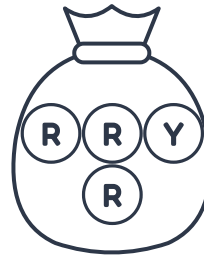


Different outcomes:

red, blue, green

How many? 3

1. Pick a marble without looking.



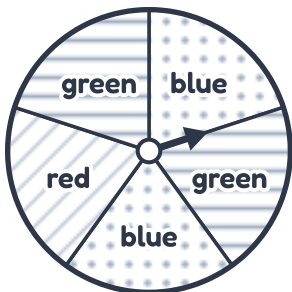
R = red Y = yellow

Different outcomes:

red, yellow

How many? 2

2. Spin the spinner.

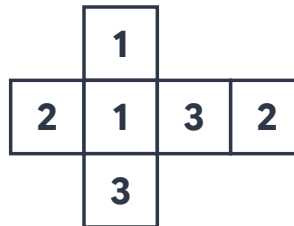


Different outcomes:

blue, green, red

How many? 3

3. Roll a cube with these faces.



Different outcomes:

1, 2, 3

How many? 3

4. Pick a card without looking.

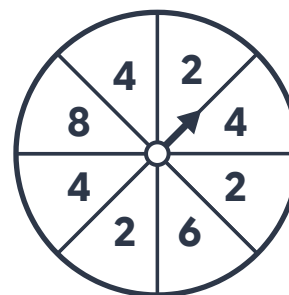


Different outcomes:

B, A, N

How many? 3

5. Spin the spinner.



Different outcomes:

2, 4, 6, 8

How many? 4

Possible Outcomes

Match each event to its outcomes. Then circle the tool.

Write the letter of the outcomes for each event.

A red, blue

B 1, 2, 3, 4, 5, 6

C heads, tails

D A, B, C

E 1, 2, 3, 4

1.

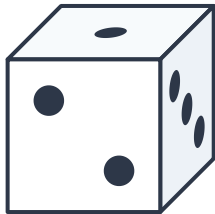
C



Flip a coin.

2.

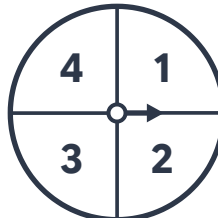
B



Roll a number cube.

3.

E



Spin the spinner.

4.

A

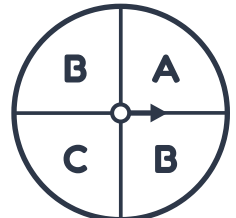


R = red B = blue

Pick a marble.

5.

D

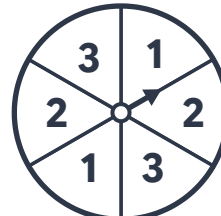
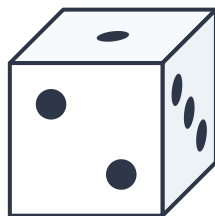


Spin the spinner.

Which tool could give these outcomes? Circle it.

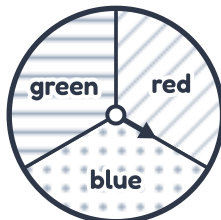
6. Outcomes:

1, 2, 3

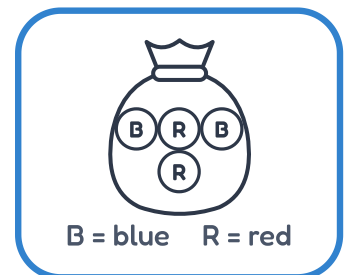


7. Outcomes:

red, blue



R = red



B = blue R = red

Possible Outcomes

Roll a number cube and tally the outcomes. Then design spinners.

Roll a number cube 30 times. Make a tally mark for each roll.

Outcome	Tally	Total
 1		
 2		
 3	Tallies and totals will vary.	
 4		
 5		
 6		
All the rolls:		30

1. Which outcomes happened?

Answers will vary.

2. Did any outcome not happen?
Which one?

Answers will vary.

3. Could you ever roll a 7?

yes

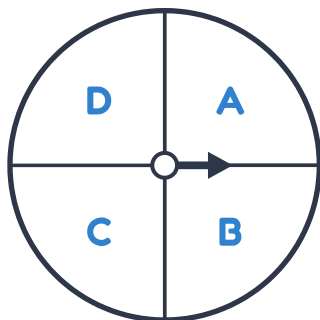
no

4. List every outcome a number cube could show.

1, 2, 3, 4, 5, 6

Design a spinner. Write an outcome in each part.

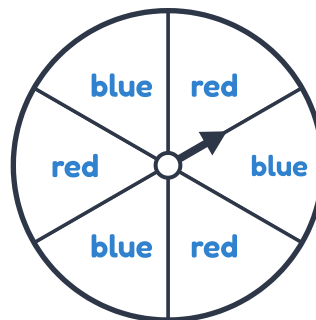
5. The only outcomes must be
A, B, C and D



Write in all 4 parts.

One answer.
Others work too.

6. The only outcomes must be
red and blue



Write in all 6 parts.

One answer.
Others work too.