

Horse and Pony
KS4 Tuesday
Maths

Probability

Have a go at playing this horse race. You will need two dice (or one dice which you roll twice).

There are 11 horses in the race, numbered 2 to 12. Roll the dice and add the values together. The horse with that value moves forward 1 space. Keep rolling until you get a winner.

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11											
12											

Write down what you noticed in this first race.

Now do this for 2 more races.

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Can you explain your findings in terms of probability?

Complete this sample space diagram with the possibilities of the two dice.

1 st die	1	2	3	4	5	6
2 nd die						
1	2	3	4			
2	3					
3	4					
4						
5						
6						

Use this to explain which horse is most likely to win the horse race and which horses are most likely to lose.

Work out the probability of each horse winning the race.