

Horse and Pony
KS3 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.