

GCSE UNIT SUMMARY: UNIT 13: Probability

Unit Description	Taught	Revision Priority
Distinguish between events which are impossible, unlikely, even chance, likely, and certain to occur;		
Mark events and/or probabilities on a probability scale of 0 to 1;		
Write probabilities in words or fractions, decimals and percentages;		
Find the probability of an event happening using theoretical probability;		
Use theoretical models to include outcomes using dice, spinners, coins;		
List all outcomes for single events systematically;		
Work out probabilities from frequency tables, frequency trees, and two way tables;		
Record outcomes of probability experiments in tables;		
Add simple probabilities;		
Identify different mutually exclusive outcomes and know that the sum of the probabilities of all outcomes is 1;		
Using $1 - p$ as the probability of an event not occurring where p is the probability of the event occurring;		
Find a missing probability from a list or table including algebraic terms;		
Find the probability of an event happening using relative frequency;		
Estimate the number of times an event will occur, given the probability and the number of trials – for both experimental and theoretical probabilities;		
List all outcomes for combined events systematically;		
Use and draw sample space diagrams;		
Work out probabilities from Venn diagrams to represent real-life situations and also 'abstract' sets of numbers/values;		
Use union and intersection notation;		
Compare experimental data and theoretical probabilities;		
Compare relative frequencies from samples of different sizes;		
Find the probability of successive events, such as several throws of a single dice;		
Use tree diagrams to calculate the probability of two independent events;		
Use tree diagrams to calculate the probability of two dependent events.		