HIGHER GCSE UNIT SUMMARY: UNIT 10: Probability

10) **Probability**

Unit Description	Taught	Revision Priority
Write probabilities using fractions, percentages or decimals;		
Understand and use experimental and theoretical measures of probability, including relative frequency to include outcomes using dice, spinners, coins, etc;		
Estimate the number of times an event will occur, given the probability and the number of trials;		
Find the probability of successive events, such as several throws of a single dice;		
List all outcomes for single events, and combined events, systematically;		
Draw sample space diagrams and use them for adding simple probabilities;		
Know that the sum of the probabilities of all outcomes is 1;		
Use $1 - p$ as the probability of an event not occurring where p is the probability of the event occurring;		
Work out probabilities from Venn diagrams to represent real-life situations and also 'abstract' sets of numbers/values;		
Use union and intersection notation;		
Find a missing probability from a list or two-way table, including algebraic terms;		
Understand conditional probabilities and decide if two events are independent;		
Draw a probability tree diagram based on given information, and use this to find probability and expected number of outcome;		
Understand selection with or without replacement;		
Calculate the probability of independent and dependent combined events;		
Use a two-way table to calculate conditional probability;		
Use a tree diagram to calculate conditional probability;		
Use a Venn diagram to calculate conditional probability;		
Compare experimental data and theoretical probabilities;		
Compare relative frequencies from samples of different sizes.		