## Probability (AS)

M1 Understand and use mutually exclusive and independent events when calculating probabilities

Link to discrete and continuous distributions

## Commentary

Many of the aspects related to Probability are covered at GCSE and much of this content is about formalising those ideas. You will want to introduce a range of representations here - Venn Diagrams, Two-way tables and Tree Diagrams as a means of representing events.

Since the ideas of Conditional Probability are covered in the A2 content, you may wish to define Independent Events as those events $A$ and $B$ which satisfy $P(A \cap B)=$ $P(A) \times P(B)$ rather than $P(A \mid B)=P(A)$ although there is scope for teaching the AS and A level content together.

The ideas of probability distributions can come from simple experiments involving rolling dice building up to simple Binomial situations involving small values of $n$. The distribution of probability can be shown in a "line-diagram" and building up a visual idea of the spread of probability from an early stage will help when students move onto the Normal Distribution.

## Sample MEI resource

'Thinking about probability' (which can be found at
https://my.integralmaths.org/integral/sow-resources.php) is designed for getting to grips with independent and mutually exclusive events.

## Thinking About Probability



Imagine I roll two dice, one blue and one red and you can't see what the outcome is.

The 36 outcomes can be shown using a possibility space:

|  |  | Blue die |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | 1 | 2 | 3 | 4 | 5 | 6 |
| $\begin{aligned} & \underline{0} \\ & \text { O} \\ & \text { D } \\ & \boxed{\sim} \end{aligned}$ | 1 | $\begin{gathered} (1,1) \\ \text { Sum }=2 \end{gathered}$ | $\begin{gathered} (1,2) \\ S u m=3 \end{gathered}$ | $\begin{gathered} (1,3) \\ S u m=4 \end{gathered}$ | $\begin{gathered} (1,4) \\ \text { Sum }=5 \end{gathered}$ | $\begin{gathered} (1,5) \\ \mathrm{Sum}=6 \end{gathered}$ | $\begin{gathered} (1,6) \\ \mathrm{Sum}=7 \end{gathered}$ |
|  | 2 | $\begin{gathered} (2,1) \\ \text { Sum }=3 \end{gathered}$ | $\begin{gathered} (2,2) \\ S u m=4 \end{gathered}$ | $\begin{gathered} (2,3) \\ \text { Sum }=5 \end{gathered}$ | $\begin{gathered} (2,4) \\ S u m=6 \end{gathered}$ | $\begin{gathered} (2,5) \\ \mathrm{Sum}=7 \end{gathered}$ | $\begin{gathered} (2,6) \\ \mathrm{Sum}=8 \end{gathered}$ |
|  | 3 | $\begin{gathered} (3,1) \\ S u m=4 \end{gathered}$ | $\begin{gathered} (3,2) \\ S u m=5 \end{gathered}$ | $\begin{gathered} (3,3) \\ \mathrm{Sum}=6 \end{gathered}$ | $\begin{gathered} (3,4) \\ \text { Sum }=7 \end{gathered}$ | $\begin{gathered} (3,5) \\ \mathrm{Sum}=8 \end{gathered}$ | $\begin{gathered} (3,6) \\ \mathrm{Sum}=9 \end{gathered}$ |
|  | 4 | $\begin{aligned} & (4,1) \\ & \mathrm{Sum}=5 \end{aligned}$ | $\begin{gathered} (4,2) \\ \text { Sum=6 } \end{gathered}$ | $\begin{aligned} & (4,3) \\ & S u m=7 \end{aligned}$ | $\begin{aligned} & (4,4) \\ & S u m=8 \end{aligned}$ | $\begin{gathered} (4,5) \\ \text { Sum }=9 \end{gathered}$ | $\begin{gathered} (4,6) \\ \text { Sum=10 } \end{gathered}$ |
|  |  | $(5,1)$ | $(5,2)$ | $(5,3)$ | $(5,4)$ | $(5,5)$ | $(5,6)$ |

## Effective use of technology

'Probability Venn Diagram' (which can be found at www.mei.org.uk/integratingtechnology) is designed to investigate Venn Diagrams and the connections between events $A, B$ and $A \cup B$ and $A \cap B$.


## Pre-requisites

- GCSE: Calculating simple proportions and probabilities
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## Links with other topics

- Binomial distribution: The theory of Independent Events is essential for the Binomial Probability Distribution to work.


## Questions and prompts for mathematical thinking

- Give me an example of a Venn diagram and a tree diagram showing Independent Events A and B.


## Applications and modelling

- Deriving $P(A \cup B)=P(A)+P(B)-P(A \cap B)$ from a Venn Diagram
- Two players take turns to roll a fair dice; the winner is the first person to roll a six. How much of an advantage is it to go first? What if the game is to pick the car hidden behind one of the doors numbered 1 to 6 ?
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## Common errors

- Using $P(A \cap B)=P(A) \times P(B)$ for non-independent events
- Using $P(A \cup B)=P(A)+P(B)$ for non-mutually exclusive events
- Ensuring that the overall probability adds up to 1, particularly when completing Venn diagrams.

