Assessment Schedule - 2006

Mathematics: Determine probabilities (90194)

Evidence Statement

	Criteria	No.	Evidence	Code	Judgement	Sufficiency
	Determine probabilities.	1(a)	$\frac{100}{175} = \frac{4}{7} = 0.571428 = 57.1428\%$	A	Or equivalent.	3 of code A.
Achievement		1(b)	$\frac{100}{371} = 0.26954 = 26.954\%$	A	Or equivalent.	
chiev		2(a)	$0.3 \times 0.3 = 0.09 = 9\%$	A	Or equivalent.	
⋖		2(b)	$2 \times 0.3 \times 0.7 = 0.42 = 42\%$	A	Or equivalent Accept any correctly rounded / truncated answer.	
Achievement with Merit	Solve probability problems using theoretical	3(a)	$\frac{1}{4} \times \frac{4}{5} = \frac{1}{5} = 0.2 = 20\%$	A / M	Or equivalent.	Achievement plus 2 of code M
t with	methods.	3(b)	$\frac{1}{4} \times \frac{1}{5} + \frac{3}{4} \times \frac{4}{5} = \frac{13}{20} = 0.65 = 65\%$	A/M	Or equivalent.	or
vemer		3(c)	$\frac{3}{10} \times \frac{2}{5} + \frac{7}{10} \times \frac{4}{5} = \frac{17}{25} = 0.68 = 68\%$	A / M	Or equivalent.	3 of code M .
Achie			10 5 10 5 25		Accept any correctly rounded / truncated answers.	
Achievement with Excellence	Explore probability situations to solve problems.	4	8 → total 13 0.5 9 → total 14 8 → total 14 9 → total 15 If there were 3 each of 8 and 9, we would expect the frequencies to be approx 1:2:1. They are not, and the lowest result for total 13 suggests 8 is only on one or two sides. The probabilities for all options are: $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	A/M E	EITHER: Evidence for one Code A: Diagram drawn to show one possible outcome of rolling these two dice (eg 6&9 giving 15), and the resulting probability. OR: Evidence for one Code M: Diagram drawn to show the two possible outcomes of rolling these two dice to give total of 14, and the resulting total probability. For code E: Decision is justified using probabilities.	Merit plus Code E.

Judgement Statement

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Achievement	Achievement with Merit	Achievement with Excellence	
Determine probabilities.	Solve probability problems using theoretical methods.	Explore probability situations to solve problems. Merit plus	
3 × A	Achievement plus		
	2×M	1×E	
	OR		
	3 × M		