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Objectives
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W.Up 1 This is a fair dice diagram. Write down your estimate distribution and table. Find the standard deviation expected value.

W.Up 2 This is a fair dice diagram. Write down your estimate distribution and table. Find the standard deviation expected value.

W.Up 3 This is a fair dice diagram. Write down your estimate distribution and table. Find the standard deviation expected value (mean).


Question 1 Find standard deviations and expected value (means) of W.Up 2 divided 2 and W.Up 3 divided by 3.

Question 2 Find standard deviation and expected value (means) of sum of 2 dice of W.Up 1 divided by 2.

Question 3 Find standard deviation and expected value (means) of sum of 3 dice of W.Up 1 divided by 3.

Let $X$ represent the number on the face that lands up when a fair six-sided number cube is tossed. The expected value of $X$ is 3.5 , and the standard deviation of $X$ is approximately 1.708. Two fair six-sided number cubes will be tossed, and the numbers appearing on the faces that land up will be added. Which of the following values is closest to the standard deviation of the resulting sum?
(A) 1.708
(B) 1.848
(C) 2.415
(D) 3.416
(E) 5.835

Let $X$ represent the number on the face that lands up when a fair six-sided number cube is tossed. The expected value of $X$ is 3.5 , and the standard deviation of $X$ is approximately 1.708. Three fair six-sided number cubes will be tossed, and the numbers appearing on the faces that land up will be added. Which of the following values is closest to the standard deviation of the resulting sum?
(A) 1.708
(B) 1.848
(C) 2.415
(D) 2.958
(E) 5.124

## Describe the theme of senarios

| Theme: | $\hat{p}$ |
| :--- | :--- |
| Where: | $S E(\hat{p})=\sqrt{\frac{\hat{p} \hat{q}}{n}}$. |
| Conditions: |  |

Use invNorm to calculate the real z-score(s) for 95\%. Use TI-Calc Code:


Use the Standard Error and above z-score ( $\mathrm{z}^{*}$ ) to complete the normal model. Conclude the statement.
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