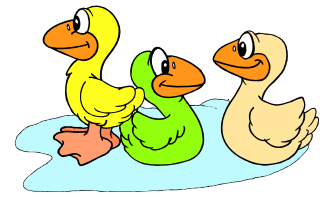


The Duck Pond



Slick Sam is in charge of the Duck Pond at the state fair. He is giving away an MP3 player for the grand prize, a Frisbee for the medium prize, a lollipop for the small prize, or no prize. He is having trouble deciding how to award prizes. *He would like to award prizes on no more than 60% of the time.* He does not want to give away the MP3 player; he uses this prize to “hook” people into playing the Duck Pond Game. Slick Sam does not mind giving away lollipops. He is asking you to help him decide which duck number should be assigned to each prize.

Duck Pond Frequency Table

Number on the Duck	Tally Marks	TOTAL
1		
2		
3		
4		

1. What do you notice about the data?
2. Are all outcomes equally likely? Explain.
3. How would you award prizes at the Duck Pond Booth?
4. If 100 people played the Duck Pond game, about how many people would win the MP3 player? Frisbees? Lollipops? No prize?
5. If 75 people played the Duck Pond game, about how many people would win the MP3 player? Frisbees? Lollipops? No prize?