

GCSE Maths – Probability

Tables of Outcomes and Frequency Trees

Notes

WORKSHEET



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Combined Events

By **listing**, **displaying** or **counting** the possible outcomes of multiple combined events, the probability of each independent outcome occurring can be calculated.

Table of Outcomes

A table of outcomes is a **visual** method of showing the possible results of **two independent events**. The table can then be used to find the probability of each possible outcome occurring.

Events are **independent** if the probability of one event occurring does not affect the probability of the other event occurring.

Constructing a Table of Outcomes

In a table of outcomes one event's outcomes are displayed **vertically**, and the other's displayed **horizontally**. Each box in the table represents one possible combined outcome.

| | | Event X | | |
|---------|---|---------|----|----|
| | | A | B | C |
| Event Y | 1 | A1 | B1 | C1 |
| | 2 | A2 | B2 | C2 |
| | 3 | A3 | B3 | C3 |

Event Y has outcomes 1, 2 and 3.

Event X has outcomes A, B and C.

When Event X has outcome B and Event Y has outcome 3, the combined outcome is B3.

In this table, every outcome is different, so each outcome has a 1 in 9 ($\frac{1}{9}$) probability of occurring.



Example: Two fair, six-sided dice are rolled at the same time. Construct a table of outcomes for the product of the values show on the die.

1. Identify the two events.

Event 1: *Dice roll 1-6.*

Event 2: *Dice roll 1-6.*

2. Identify the operation.

"...for their product." – so the operation is multiplication of their values

3. Draw the table and fill in the combined outcomes.

| | | Die 1 | | | | | |
|----------------------|---|-------|----|----|----|----|----|
| | | 1 | 2 | 3 | 4 | 5 | 6 |
| D i e 2 | 1 | 1 | 2 | 3 | 4 | 5 | 6 |
| | 2 | 2 | 4 | 6 | 8 | 10 | 12 |
| | 3 | 3 | 6 | 9 | 12 | 15 | 18 |
| | 4 | 4 | 8 | 12 | 16 | 20 | 24 |
| | 5 | 5 | 10 | 15 | 20 | 25 | 30 |
| | 6 | 6 | 12 | 16 | 24 | 30 | 36 |

Calculating Probability

Once a table of outcomes is completed, it can be used to **calculate the probability** of each combined outcome. Firstly, the **target outcome is identified** and the **number of appearances are counted**. The probability of a particular outcome is the number of target outcomes divided by the total number of outcomes.

$$\text{Probability} = \frac{\text{Appearances of required outcome}}{\text{Total number of possible outcomes}}$$



Example: Two fair, six-sided dice are rolled at the same time. Calculate the probability that their product is a square number.

1. Construct a **Table of Outcomes** for the problem.

Events: *Dice Roll 1, Dice Roll 2*

Operation: *Multiplication*

| | | Die 1 | | | | | |
|----------|---|-------|----|----|----|----|----|
| | | 1 | 2 | 3 | 4 | 5 | 6 |
| Die 2 | 1 | 1 | 2 | 3 | 4 | 5 | 6 |
| | 2 | 2 | 4 | 6 | 8 | 10 | 12 |
| | 3 | 3 | 6 | 9 | 12 | 15 | 18 |
| | 4 | 4 | 8 | 12 | 16 | 20 | 24 |
| | 5 | 5 | 10 | 15 | 20 | 25 | 30 |
| | 6 | 6 | 12 | 16 | 24 | 30 | 36 |

2. Identify the **target outcome**.

“...that their product is a square number.” – so **square numbers** are the target outcome.

3. **Count the appearances** of the target outcome.

Square numbers: 1, 4, 9, 16, 25, 36

| | | Die 1 | | | | | |
|----------|---|-------|----|----|----|----|----|
| | | 1 | 2 | 3 | 4 | 5 | 6 |
| Die 2 | 1 | 1 | 2 | 3 | 4 | 5 | 6 |
| | 2 | 2 | 4 | 6 | 8 | 10 | 12 |
| | 3 | 3 | 6 | 9 | 12 | 15 | 18 |
| | 4 | 4 | 8 | 12 | 16 | 20 | 24 |
| | 5 | 5 | 10 | 15 | 20 | 25 | 30 |
| | 6 | 6 | 12 | 18 | 24 | 30 | 36 |

4. Calculate **probability**:

The diagram shows there are 8 ways of making a square number out of 36 possible outcomes.

$$6 \text{ square numbers out of } 36 \text{ outcomes} = \frac{8}{36} = \frac{2}{9}$$

The probability of getting a square number is $\frac{1}{6}$.



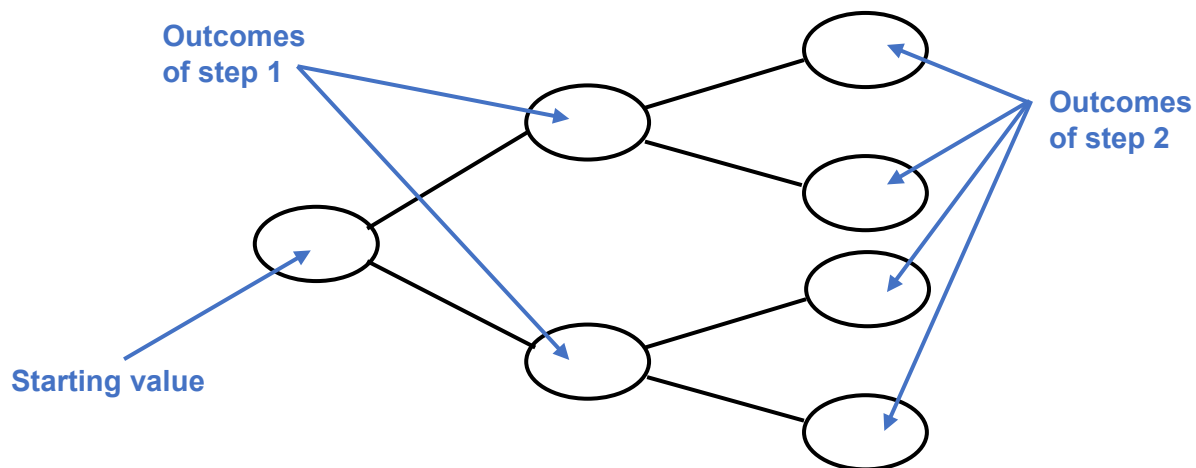
Frequency Trees

Frequency trees are a visual method of recording the possible outcomes of an event with **multiple steps**. You can use the tree to find the probability of any outcome occurring. Events can only be recorded if:

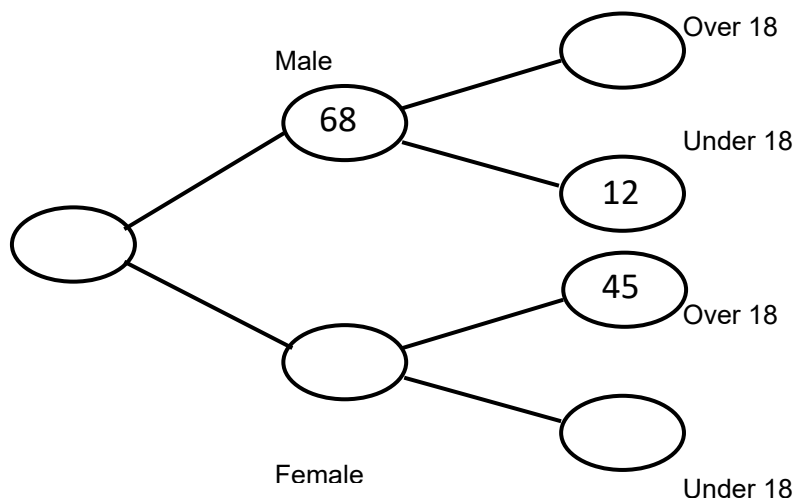
- they have 2 or more **steps** (such as being a square AND being blue).
- they have a **definite starting value** (such as the fixed number of balls in a bag).

Constructing a Frequency Tree

In a frequency tree, each outcome is displayed as a **branch** of the tree, spreading horizontally across the page.



Example: 140 people are members of a running club. Complete the frequency tree below.



1. Find the **starting value**. Write this in the first circle on the diagram.
"140 people..." – so the starting value is 140.

2. Work out the **missing values**. Fill in the corresponding circles.

If 68 of the runners are male, then the rest are female.

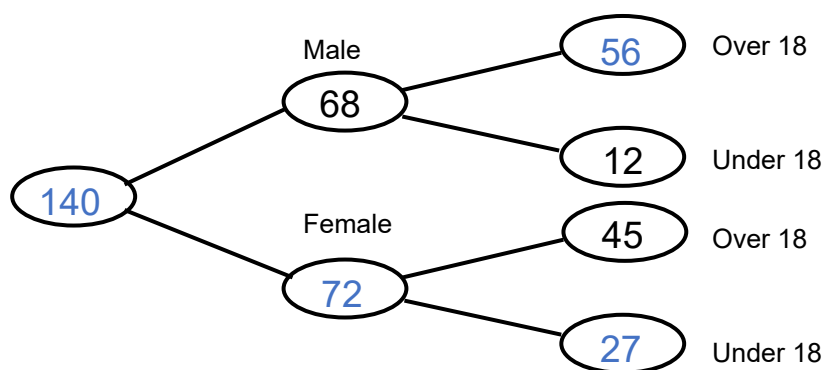
$$140 - 68 = 72 \text{ female runners}$$

12 of the 68 male runners are under 18, so the rest are over 18.

$$68 - 12 = 56 \text{ male over 18 runners}$$

45 of the 72 female runners are over 18, so the rest are under 18.

$$72 - 45 = 27 \text{ female under 18 runners}$$



*From the tree, we can see that 56 of the runners are male **and** over 18.*

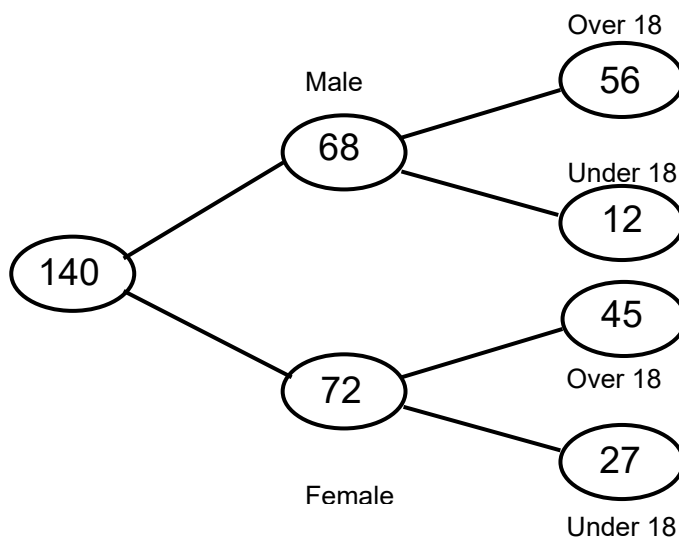


Calculating Probability

A frequency tree separates the starting value into a number of **sub-groups**. The probability of **randomly** choosing an item from one of the sub-groups can be calculated in a similar way to using the table of outcomes:

$$\text{Probability} = \frac{\text{Number in required sub-group}}{\text{Total number in starting value}}$$

Example: Using the frequency tree below, find the probability of randomly choosing:
 a) A female runner.



- Identify the sub-group in the question.
 "A **female** runner." – so the sub-group is **female**.
- Find the corresponding circle in the tree.
- Calculate probability:

$$\text{Probability} = \frac{\text{Number in required sub-group}}{\text{Total number in starting value}} = \frac{72}{140}$$

The probability of randomly choosing a runner who is female is $\frac{72}{140}$.

b) A runner who is male and over 18.

Use the same steps as above to find the probability.

$$\text{Probability} = \frac{\text{Number in required sub-group}}{\text{Total number in starting value}} = \frac{56}{140}$$



Table of Outcomes and Frequency Trees - Practice Questions

1. Construct a table of outcomes for each of the following scenarios:
 - a) A fair coin is flipped and a 10-sided die is rolled. Record the possible combinations.
 - b) A restaurant serves four main meals and four desserts, the prices shown in the tables below. Latisha chooses a main meal and a dessert at random. Record the possible prices of her meal.

| Main | £ | Dessert | £ |
|------------|-------|-----------|------|
| Stir Fry | 9.50 | Brownie | 4.50 |
| Beef Soup | 8.75 | Apple Pie | 4.20 |
| Roast Lamb | 14.00 | Tiramisu | 3.25 |
| Carbonara | 9.20 | Trifle | 3.90 |

2. A fair coin is flipped and a 10-sided die is rolled. Find the probability of getting a head and an even number.
3. Alex has 8 cards:

1
2
3
4
5
6
7
8

She takes one card followed by another to make a two-digit number. E.g.

$$\boxed{1} + \boxed{2} = 12$$

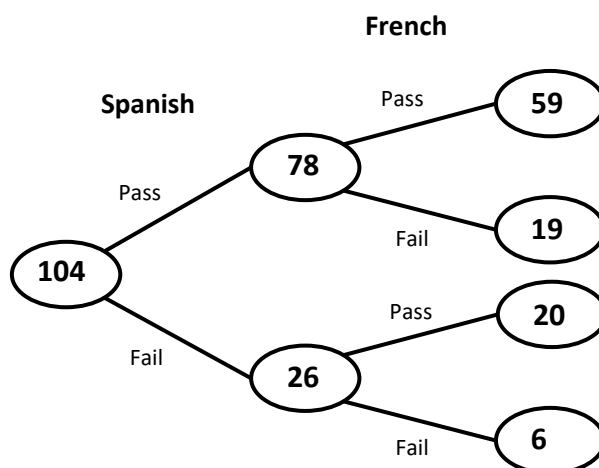
Find the probability that:

- a) The number is more than 50.
- b) The number is even.
- c) The number is a multiple of 7.



4. 104 students took their Spanish and French speaking exams. Write down the number of students who:

- Passed Spanish
- Passed both
- Passed neither



5. 60 people are asked if they prefer strawberry or vanilla ice cream.

- 24 of them are children.
- One third of adults prefer vanilla.
- 30 people in total prefer strawberry.

A person is chosen at random to win a free ice cream. Find the probability that they are:

- A child.
- An adult who prefers strawberry.
- A child who prefers strawberry OR an adult who prefers vanilla.

Worked solutions for the practice questions can be found amongst the worked solutions for the corresponding worksheet file.

