

# COUNTING METHODS

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6<sup>th</sup> Grade Mathematics

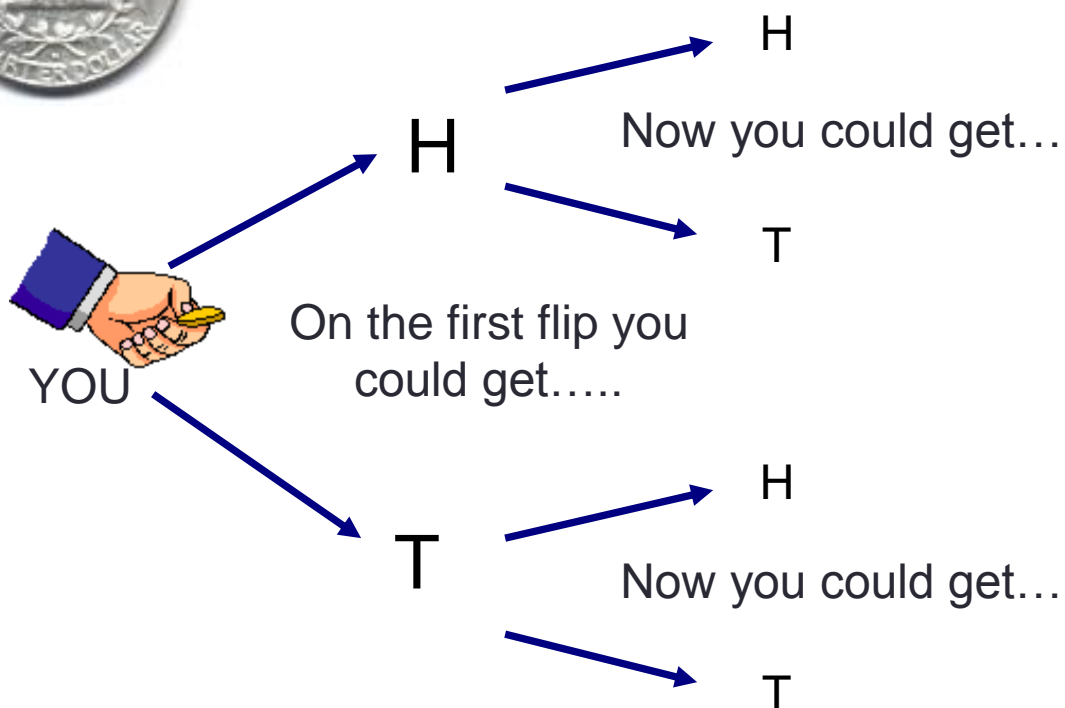
Mr. Wong

- An **event** is the result, or outcome, of a single experiment
  - Example – Tossing a “6” on a number cube.
- **Sample Space** is the set of all possible outcomes of a single experiment
  - Example – The sample space for a number cube would be 1,2,3,4,5, and 6.

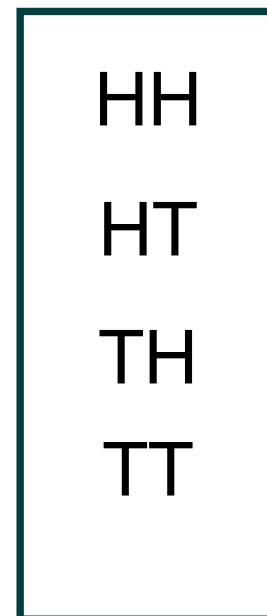


# Tree Diagram Method

- Use a TREE DIAGRAM to list the possible outcomes of 2 coin flips.



Possible  
Outcomes  
Or  
Sample  
Space



# Multiplication Rule

If...

- $X$  = total number of outcomes for event A
- $Y$  = total number of outcomes for event B
- Then number of outcomes for A followed by B is

$x$  times  $y$

# Making a Table:

Flipping a coin and tossing a number cube

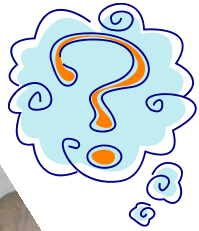
		Number Cube					
		1	2	3	4	5	6
Coin	H	H1	H2	H3	H4	H5	H6
	T	T1	T2	T3	T4	T5	T6

Sample Space:

H1, H2, H3, H4, H5, H6, T1, T2, T3, T4, T5, T6

# Multiplication Rule:

- Mr. Wong had 3 EVENTS



2

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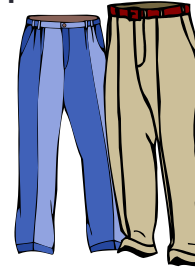
shoes



2

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pants



3

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shirts



How many possible outfits  
are there?

$$2(2)(3) = 12 \text{ OUTFITS}$$

Make a tree diagram and list all possible outcomes.