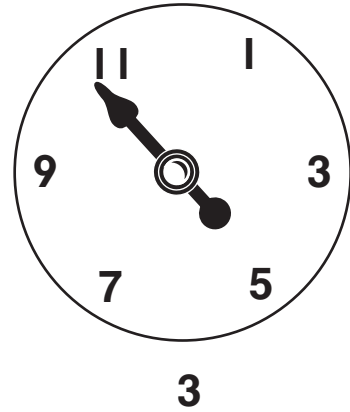
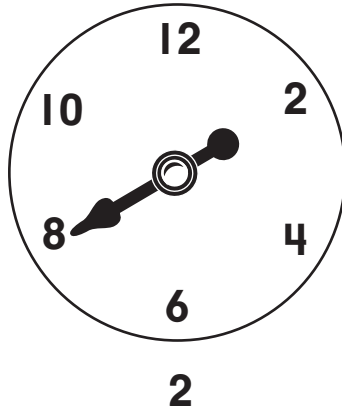
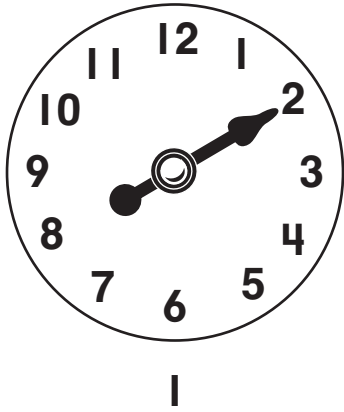


Name _____ Date _____

Probability and Outcomes

CA Standard
SDAP 2.0

Keesha created the three spinners shown below based on the face of a clock. Use the information from the spinner to solve the problems. Use *certain*, *likely*, *equally likely*, *unlikely*, or *impossible* for your answers.



1. What is the probability of landing on an odd number on the second spinner?

2. What is the probability of landing on an odd number on the third spinner?

3. Is it *likely*, *unlikely*, or *equally likely* to land on an odd number as an even number on the first spinner?

4. Keesha added a 3 and a 9 to the second spinner. What is the probability now of landing on an odd number?

5. Keesha removed 1, 3, and 11 from the first spinner. What is the probability now of landing on an even number?

6. Keesha removed all the numbers except 7 from the third spinner. What is the probability now of landing on 7?
