## 1 Probability Models

In your group, determine a probability model (i.e., the sample space and probabilities of outcomes) for each random experiment below.

1. Flipping a (fair) quarter

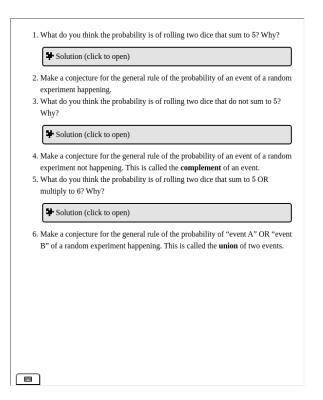
2. Flipping two (fair) quarters

3. Flipping a (weighted) quarter in which heads is twice as likely as tails

4. Rolling two (fair) dice

## 2 Basic Probability Rules

In your group, discuss the following questions related to the random experiment of rolling two (fair) six-sided dice.





## 3 Using Probability Rules

We will now practice computing probabilites using the rules we've just established. Use the probability models provided to answer each question.

Global Mean	Probability (no	Global Mean	Probability
Temp. Change	policy)	Temp. Change	(with policy)
< 3° C	0.09	$< 1.5^{\circ}$ C	0.05
3 − 3.25° C	0.14	$1.5-1.75^{\circ}$ C	0.20
3.25 − 3.5° C	0.16	1.75 − 2° C	0.43
3.5 − 3.75° C	0.29	2 − 2.25° C	0.25
3.75 − 4° C	0.20	> 2.25° C	0.07
$>4^{\circ}$ C	0.12	J	
2.25° C OR	probability that the glabove $2^{\circ}$ C with poling urban planning proents a vext $3$ years.	cies in place?	<b>—</b>
Population Increase (in thousands)		Probability	
< 50		0.12	
50 - 75		0.23	
75 - 100		0.36	
100 - 115		0.25	
> 115		0.04	
people over	the next 3 years?	ty does not increase	s more than 115

