**Analysis Planning Worksheet**

**Evaluation Question**

Q 8: **What 6 numbers were played the most including CB (Cash Ball) on Saturday and Sunday?**

**Independent Variable(s)**

These variable(s) are causing something or creating an effect. List what each is and whether it is categorical or continuous. It is ok to only have one.

**NEW Variable**

Weekday

□ Categorical: # of levels \_\_7\_\_\_ □ Continuous

**Variable**

Date

□ Categorical: # of levels \_\_7\_\_\_ □ Continuous

**NEW Variable**

Winners

□ Categorical: # of levels \_\_2\_\_\_ □ Continuous

**Variable**

Winner Location

□ Categorical: # of levels \_\_\_\_\_ □ Continuous

**Variable**

Lottery Retailer

□ Categorical: # of levels \_\_\_\_\_ □ Continuous

**Variable**

Prize

□ Categorical: # of levels \_\_\_\_\_ □ Continuous

**Variable**

Prize

□ Categorical: # of levels \_\_2\_\_\_ □ Continuous

**Variable**

PayoutOption

□ Categorical: # of levels \_\_2\_\_\_ □ Continuous

**Variable**

PrizeAmount

□ Categorical: # of levels \_\_\_2\_\_ □ Continuous

**Variable**

QuickPick

□ Categorical: # of levels \_\_2\_\_\_ □ Continuous

**Variable**

WinningTickets

□ Categorical: # of levels \_\_\_\_\_ □ Continuous

Dependent Variable(s)

These variable(s) are influenced by your independent variable and *depend* on them. List what each is and whether it is categorical or continuous. Unless they are related, you should have only one.

**Variable**

Pick1

□ Categorical: # of levels \_\_60\_\_\_ □ Continuous

**Variable**

Pick2

□ Categorical: # of levels \_\_60\_\_\_ □ Continuous

**Variable**

Pick3

□ Categorical: # of levels \_\_60\_\_\_ □ Continuous

Variable

Pick4

□ Categorical: # of levels \_\_60\_\_\_ □ Continuous

Variable

Pick5

□ Categorical: # of levels \_\_60\_\_\_ □ Continuous

Variable

CB

□ Categorical: # of levels \_\_4\_\_\_ □ Continuous

Now that you know the type and number of independent and dependent variables, you are ready to use the analysis flow charts to choose your analysis!

**Analysis:**

Frequency and Percentage