

# More Random-Draw Problems

**Family Note**

This Home Link focuses on predicting the contents of a jar by drawing out marbles. Don't expect your child to be an expert. Explorations with probability will continue through sixth grade. This is a first exposure.

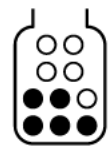
*Please return this Home Link to school tomorrow.*

In each problem there are 10 marbles in a jar. The marbles are either black or white. A marble is drawn at random (without looking) from the jar. The type of marble drawn is tallied. Then the marble is returned to the jar.

- ◆ Read the description of the random draws in each problem.
- ◆ Circle the picture of the jar that best matches the description.

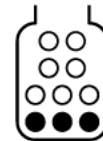
**Example:** From 100 random draws, you get:

- a black marble ● 81 times.  
a white marble ○ 19 times.



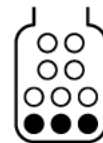
**1.** From 100 random draws, you get:

- a black marble ● 34 times.  
a white marble ○ 66 times.



**2.** From 100 random draws, you get:

- a black marble ● 57 times.  
a white marble ○ 43 times.

**Try This**

**3.** From 50 random draws, you get:

- a black marble ● 28 times.  
a white marble ○ 22 times.



**4.** From 50 random draws, you get:

- a black marble ● 35 times.  
a white marble ○ 15 times.

