

*Glossary of terms*

*Outcomes* events that can occur after an experiment (for example, obtaining a '6' when throwing a die)

*Sample space* for an experiment is the set of all possible outcomes (for example, {1, 2, 3, 4, 5, 6} when throwing a die)

*Event* subject of the sample space (for example, obtaining even numbers when throwing a die)

*Relative frequency* the frequency of an event divided by the total frequency; this is used as an estimate for the probabilities of that event

*Independent events* when the result of one event happening does not affect the probability of the other

*Fair or unbiased die* (coin, spinner, etc.) - every face (side) has an equal chance

*Biased die* (coin, spinner, etc.) - all outcomes are not equally likely to occur. For example, a weighted die.

(Note that the word '*dice*' is the plural of '*die*', but is often used as a singular.)