

# Math in a Nutshell

## Probability (Grades 3-4)



**Description:** Students learn about fair and unfair games, population samples, combinations and compound probability. They'll work with diagrams, charts and graphs, recording the outcomes of events. Includes Delta's Probability Tube, Probability Mats, Dial-a-Pattern I and II (custom spinners).

**Includes:**

- Probability Tube
- Dial-A-Pattern I
- Dial-A-Pattern II
- Probability Mat I
- Probability Mat II
- Attribute Cubes
- Number Cube (0-9)
- Foam Counters
- Game markers
- Small Cube Playing pieces