Video Title	Grade Level	Domain (Topic)	Cluster	Standard
Introduction to Probability	7th	Statistics and Probability	Investigate chance processes and develop, use, and evaluate probability models	**CCSS.MATH.CONTENT.7.SP.C.5 Understand that the probability of a chance event is a number between 0 and 1 that expresses the likelihood of the event occurring. Larger numbers indicate greater likelihood. A probability near 0 indicates an unlikely event, a probability around 1/2 indicates an event that is neither unlikely nor likely, and a probability near 1 indicates a likely event.**
	7th	Statistics and Probability	Investigate chance processes and develop, use, and evaluate probability models	**CCSS.MATH.CONTENT.7.SP.C.6 Approximate the probability of a chance event by collecting data on the chance process that produces it and observing its long-run relative frequency, and predict the approximate relative frequency given the probability. For example, when rolling a number cube 600 times, predict that a 3 or 6 would be rolled roughly 200 times, but probably not exactly 200 times.**
	7th	Statistics and Probability	Investigate chance processes and develop, use, and evaluate probability models	**CCSS.MATH.CONTENT.7.SP.C.7 Develop a probability model and use it to find probabilities of events. Compare probabilities from a model to observed frequencies; if the agreement is not good, explain possible sources of the discrepancy.**
				CCSS.MATH.CONTENT.7.SP.C.7.B Develop a probability model (which may not be uniform) by observing frequencies in data generated from a chance process. For example, find the approximate probability that a spinning penny will land heads up or that a tossed paper cup will land open-end down. Do the outcomes for the spinning penny appear to be equally likely based on the observed frequencies?