October

	Monday	Tuesday	Wednesday	Thursday	Friday
2	CIRCLES&VOLUME Prisms, Cones, Spheres and Cavalieri's Principle	3 <u>CIRCLES&VOLUME</u> Prisms, Cones, Spheres and Cavalieri's Principle	4 <u>CIRCLES&VOLUME</u> QUIZ: Prisms, Cones, Spheres and Cavalieri's Principle	5	6
9		10 <u>PROBABILITY</u> Basics: Event, Outcome, sample space, dependent, independent, counting Tree Diagrams Lists	11 <u>APPLICATIONS OF</u> <u>PROBABILITY</u> Probability & Outcomes Rules of Probability	12 <u>PROBABILITY</u> Dependent Probability Factorial Permutations Combinations	13 <u>APPLICATIONS OF</u> <u>PROBABILITY</u> Dependent Probability Factorial Permutations Combinations
16	APPLICATIONS OF PROBABILITY Examples and Practice	17 <u>PROBABILITY</u> QUIZ Compound events	18 <u>APPLICATIONS OF</u> <u>PROBABILITY</u> Mutually Exclusive Addition Rule	19 <u>PROBABILITY</u> EXAMPLES: Games of Chance	20 <u>APPLICATIONS OF</u> <u>PROBABILITY</u> EXAMPLES: Games of Chance
23	APPLICATIONS OF PROBABILITY Frequency Tables	24 PROBABILITY Frequency Tables	25 <u>APPLICATIONS OF</u> <u>PROBABILITY</u> QUIZ Theory v Experimental	26 PROBABILITY Expected Value	27 <u>APPLICATIONS OF</u> <u>PROBABILITY</u> Examples and Practice
30	APPLICATIONS OF PROBABILITY Game Day	31 <u>APPLICATIONS OF</u> <u>PROBABILITY</u> Game Analysis	SAVANN	AHI TIRIIP	