



<b>Theoretical</b>	0.028	0.056	0.083	0.111	0.139	0.167	0.139	0.111	0.083	0.056	0.028	1.000
<b>Difference</b>	0.028	0.056	0.117	0.189	0.139	0.067	0.039	0.011	0.017	0.044	0.028	0

*To continue your investigation, you may build a spreadsheet to model the dice rolling and keep track of the results. A spreadsheet function to simulate rolling dice (six equally likely outcomes) is =INT(6 \* RAND()) + 1. 6 \* RAND() returns a number between 0 and 6. INT(6 \* RAND()) returns an integer from the set 0, 1, 2, 3, 4, 5. So, =INT(6 \* RAND()) + 1 returns values of 1, 2, 3, 4, 5 or 6.*

*For 20 rolls, your results might look like:*

	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>TOT</b>
<b>Experimental</b>	0.000	0.060	0.090	0.170	0.100	0.210	0.110	0.090	0.090	0.060	0.000	1.000
<b>Theoretical</b>	0.028	0.056	0.083	0.111	0.139	0.167	0.139	0.111	0.083	0.056	0.028	1.000
<b>Difference</b>	0.028	0.004	0.007	0.059	0.039	0.043	0.029	0.021	0.007	0.004	0.028	0

*For 100 rolls, your results might look like:*

	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>TOT</b>
<b>Experimental</b>	0.020	0.020	0.080	0.080	0.180	0.140	0.170	0.100	0.130	0.050	0.030	1.000
<b>Theoretical</b>	0.028	0.056	0.083	0.111	0.139	0.167	0.139	0.111	0.083	0.056	0.028	1.000
<b>Difference</b>	0.008	0.036	0.003	0.031	0.041	0.027	0.031	0.011	0.047	0.006	0.002	0

*As the number of rolls increases, the experimental probability becomes closer to the theoretical probability.*

