



## **Student Outcomes**

- Students calculate *z*-scores.
- Students use technology and tables to estimate the area under a normal curve.
- Students interpret probabilities in context.

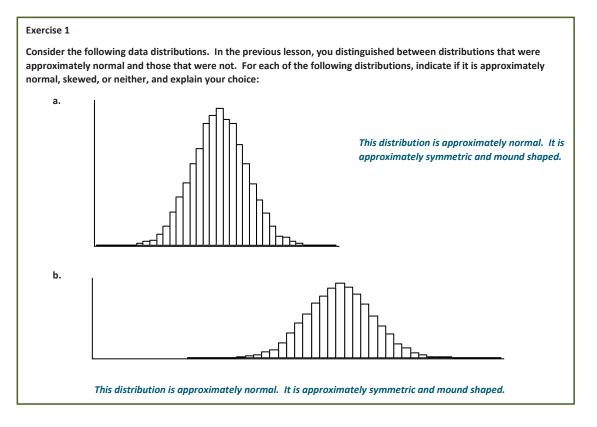
## **Lesson Notes**

In this lesson, students calculate *z*-scores and use technology and tables to estimate the area under a normal curve. Depending on technology resources available to students, teachers may need to have students work with a partner or in small groups.

## Classwork

## Exercise 1 (3 minutes)

This first exercise is a review of what is meant by a normal distribution. Use this as an opportunity to informally assess students' understanding of different distribution types by having students attempt the exercises independently.



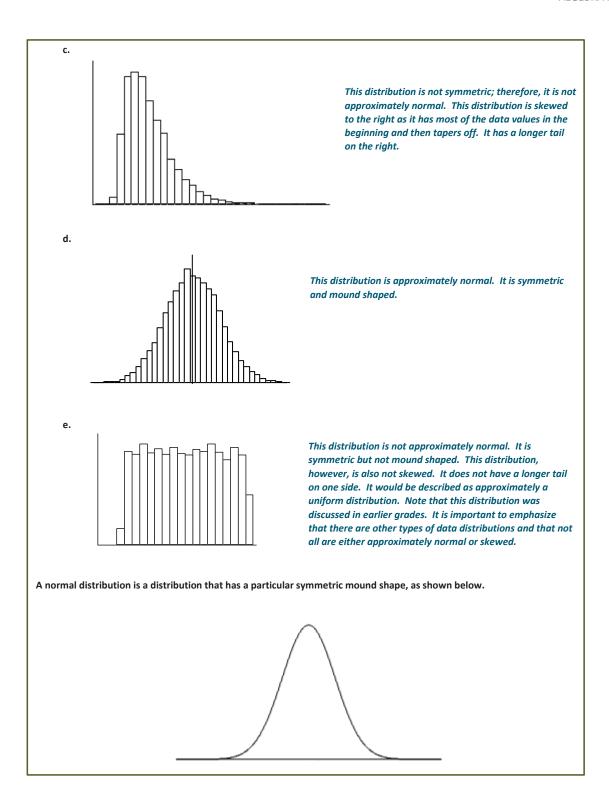


Normal Distributions











Normal Distributions





#### Exercise 2 (5 minutes)

MP.3

Prior to having students tackle this introduction to *z*-scores (or after they have completed it), it might be helpful to familiarize them with the reason why *z*-scores are important. Open with the following discussion:

- Suppose that you took a math test and a Spanish test. The mean score for both tests was 80. You got an 86 in math and a 90 in Spanish. Did you necessarily do better in Spanish relative to your fellow students?
  - No. For example, suppose the standard deviation of the math scores was 4 and the standard deviation of the Spanish scores was 8. Then, my score of 86 in math is 1<sup>1</sup>/<sub>2</sub> standard deviations above the mean, and my score in Spanish is only 1<sup>1</sup>/<sub>4</sub> standard deviations above the mean. Relative to the other students, I did better in math.

In the above example, the *z*-score for math is 1.5, and the *z*-score for Spanish is 1.25. Negative *z*-scores indicate values that are below the mean.

Ask students to state in their own words what a z-score is. Essentially, look for an early understanding that a z-score measures distance in units of the standard deviation. For example, a z-score of 1 represents an observation that is at a distance of 1 standard deviation above the mean.

#### Scaffolding:

- For students working below grade level, consider framing the question this way: "Suppose that you took a math test and a Spanish test. The mean for both tests was 80; the standard deviation of the math scores was 4, and the standard deviation of the Spanish scores was 8. You got an 86 in math and a 90 in Spanish. On which test did you do better than most of your classmates?" Consider showing a visual representation of sample data distributions for each to aid understanding.
- For students working above grade level, consider posing the question this way: "Suppose that you took a math test and a Spanish test. The mean score for both was 80. You got an 86 in math and a 90 in Spanish. On which test did you do better than most of your classmates? Explain your reasoning."

#### Exercise 2

When calculating probabilities associated with normal distributions, *z*-scores are used. A *z*-score for a particular value measures the number of standard deviations

away from the mean. A positive *z*-score corresponds to a value that is above the mean, and a negative *z*-score corresponds to a value that is below the mean. The letter *z* is used to represent a variable that has a standard normal distribution where the mean is 0 and standard deviation is 1. This distribution was used to define a *z*-score. A *z*-score is calculated by

$$z = \frac{\text{value} - \text{mean}}{\text{standard deviation}}$$

- a. The prices of the printers in a store have a mean of \$240 and a standard deviation of \$50. The printer that you eventually choose costs \$340.
  - i. What is the z-score for the price of your printer?

$$z = \frac{340 - 240}{50} = 2$$

ii. How many standard deviations above the mean was the price of your printer?

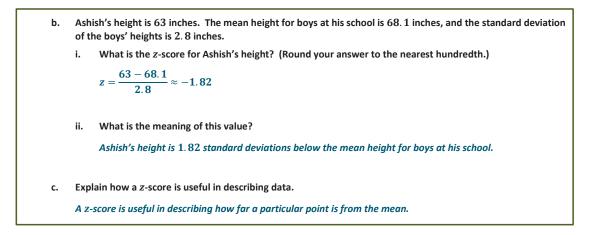
The price of my printer was 2 standard deviations above the mean price.



Normal Distributions







## Example 1 (10 minutes): Use of z-Scores and a Graphing Calculator to Find Normal Probabilities

In this example, students are introduced to the process of calculating normal probabilities, and in this example and the two exercises that follow, *z*-scores are used along with a graphing calculator. (The use of tables of normal probabilities is introduced later in this lesson, and the use of spreadsheets is introduced in the next lesson.) Encourage students to always draw normal distribution curves and to show their work on the graph when working problems that involve a normal distribution.

Work through Example 3 with the class showing students how to calculate the relevant *z*-scores, and use a graphing calculator\* to find the probability of interest. Students new to the curriculum may need additional support with the graphing calculator.

\*Calculator note: The general form of this is *Normalcdf([left z bound],[right z bound])*. The *Normalcdf* function is accessed using *2nd, DISTR*. On selecting *2nd, DISTR*, some students using the more recent TI-84 operating systems might be presented with a menu asking for left bound, right bound, mean, and standard deviation. This can be avoided by having these students do the following: Press *2nd, QUIT* (to return to the home screen); press *MODE*; scroll down to the *NEXT* screen; set *STAT WIZARDS* to *OFF*.

Example 1: Use of z-Scores and a Graphing Calculator to Find Normal Probabilities

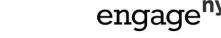
A swimmer named Amy specializes in the 50-meter backstroke. In competition, her mean time for the event is 39.7 seconds, and the standard deviation of her times is 2.3 seconds. Assume that Amy's times are approximately normally distributed.

a. Estimate the probability that Amy's time is between 37 and 44 seconds.

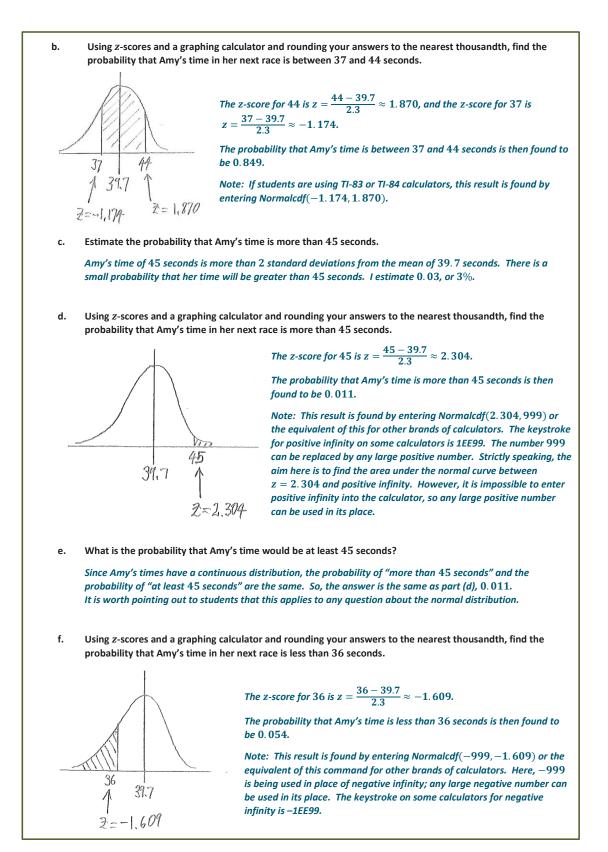
The first time is a little less than 2 standard deviations from her mean time of 39.7 seconds. The second time is nearly 2 standard deviations above her mean time. As a result, the probability of a time between the two values covers nearly 4 standard deviations and would be rather large. I estimate 0.9, or 90%.



Normal Distributions









Normal Distributions

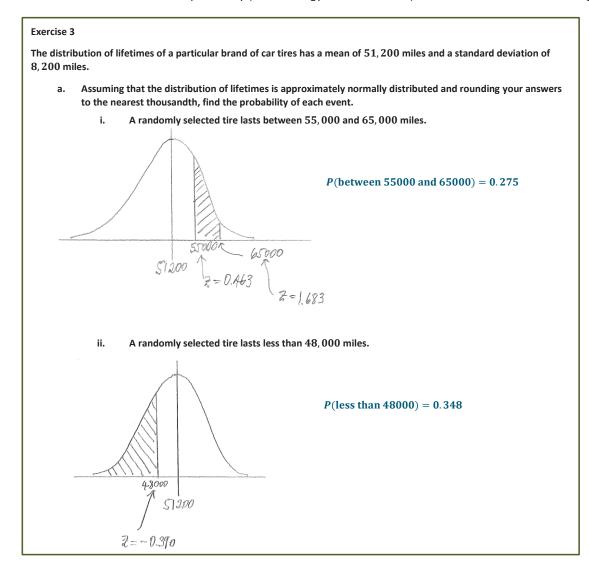






#### Exercise 3 (8 minutes)

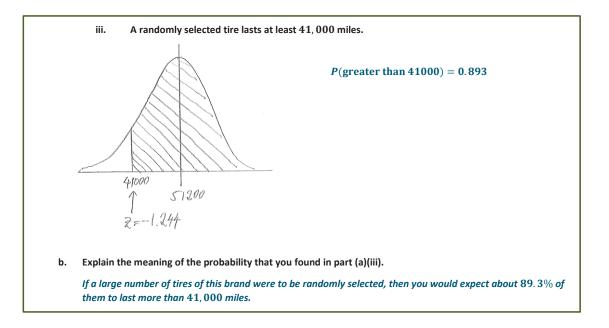
This exercise provides practice with the skills students have learned in Example 2. Again, encourage students to draw a normal distribution curve for each part of the exercise showing work on their graphs in order to answer questions about MP.4 the distribution. Let students work independently (if technology resources allow) and confirm answers with a neighbor.





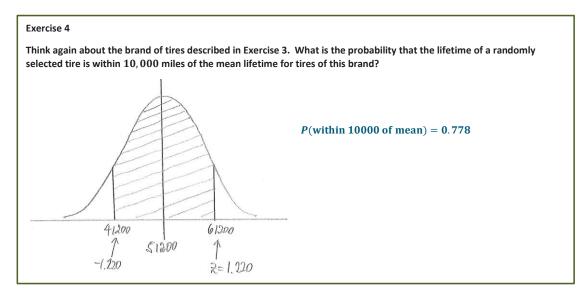






#### Exercise 4 (5 minutes)

Here, students have to understand the idea of the lifetime of a tire being "within 10,000 miles of the mean." Some discussion of this idea might be necessary. Ask students what they think the statement is indicating about the lifetime of MP.3 a tire. As they share their interpretations, record their summaries. Encourage students to use pictures, possibly involving a normal distribution, in their explanations. In this exercise, students can practice constructing arguments and critiquing the reasoning of others based on their understanding of a normal distribution.





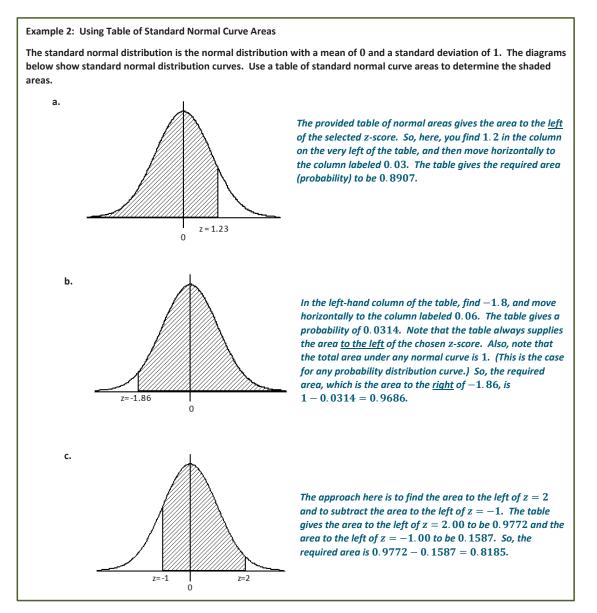
Normal Distributions





#### Example 2 (7 minutes): Using Table of Standard Normal Curve Areas

The last part of this lesson is devoted to the process of using tables of normal probabilities in place of the *Normalcdf* (or equivalent) function on the calculator. Completion of this example enables students who do not have access to a graphing calculator at home to complete the Problem Set. (However, if time is short, then this example could be reserved for Lesson 11, in which case Problem Set Problem 4 should be omitted from the assignment, and Lesson 11 should begin with this example.) Work through this example as a class showing students how to use the table to estimate the area under a normal curve.





Normal Distributions







## Closing (2 minutes)

Remind students to be aware of order when calculating *z*-scores. Refer back to Exercise 2.

The prices of printers in a store have a mean of \$240 and a standard deviation of \$50. The printer that you eventually choose costs \$340. What is wrong with the following z-score? How do you know?

$$z = \frac{240 - 340}{50} = \frac{-100}{50} = -2$$

• The *z*-score is negative, when it should be positive. The printer I chose is greater than the mean, which should result in a positive *z*-score.

Have students interpret a probability in their own words. For example, refer back to Example 1.

- A swimmer named Amy specializes in the 50-meter backstroke. You found that the probability that Amy's time is between 37 and 44 seconds is 0.849. How would you interpret this?
  - Approximately 84.9% of Amy's finish times are between 37 and 44 seconds.

Ask students to summarize the main ideas of the lesson in writing or with a neighbor. Use this as an opportunity to informally assess comprehension of the lesson. The Lesson Summary below offers some important ideas that should be included.

#### Lesson Summary

A *normal distribution* is a continuous distribution that has the particular symmetric mound-shaped curve that is shown at the beginning of the lesson.

Probabilities associated with normal distributions are determined using *z*-scores and can be found using a graphing calculator or tables of standard normal curve areas.

Exit Ticket (5 minutes)









Name

Date \_\_\_\_\_

# **Normal Distributions**

# **Exit Ticket**

The weights of cars passing over a bridge have a mean of 3,550 pounds and standard deviation of 870 pounds. Assume that the weights of the cars passing over the bridge are normally distributed. Determine the probability of each instance, and explain how you found each answer.

a. The weight of a randomly selected car is more than 4,000 pounds.

b. The weight of a randomly selected car is less than 3,000 pounds.

c. The weight of a randomly selected car is between 2,800 and 4,500 pounds.



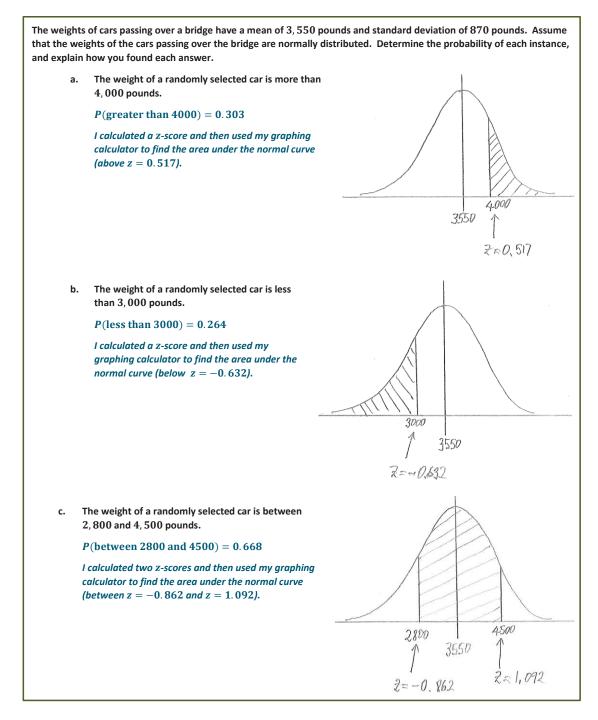


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## **Exit Ticket Sample Solutions**

Student answers may vary if using a table versus a graphing calculator to determine the area under the normal curve.



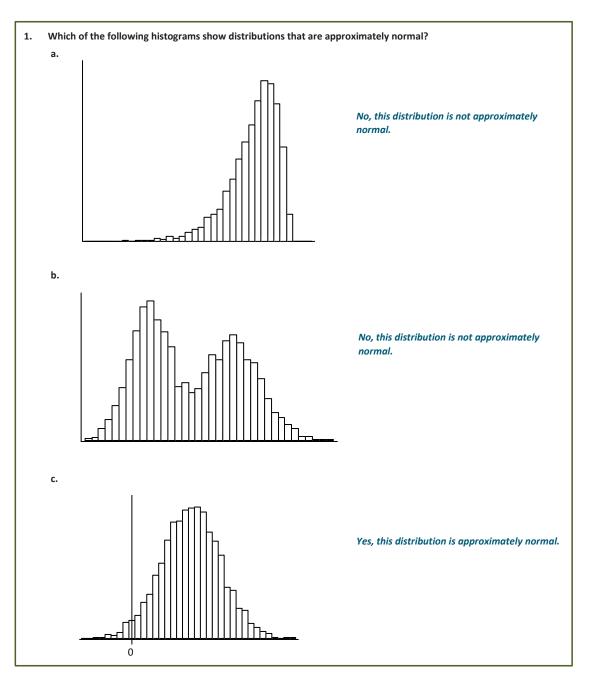


Normal Distributions





# **Problem Set Sample Solutions**

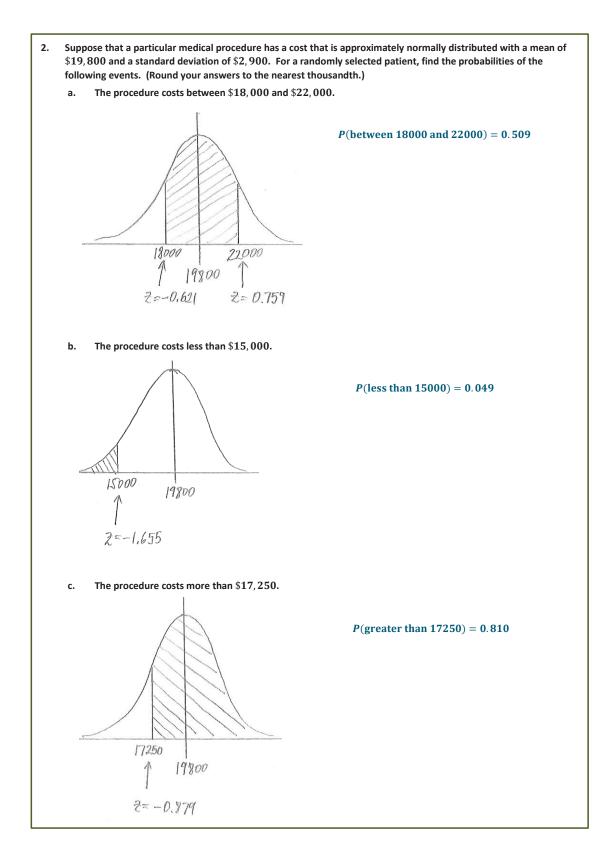




Normal Distributions

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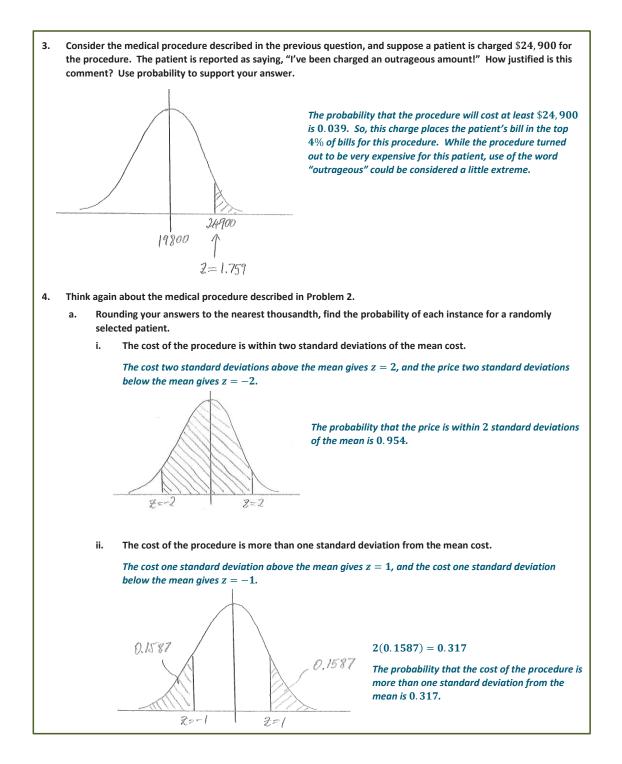




Normal Distributions







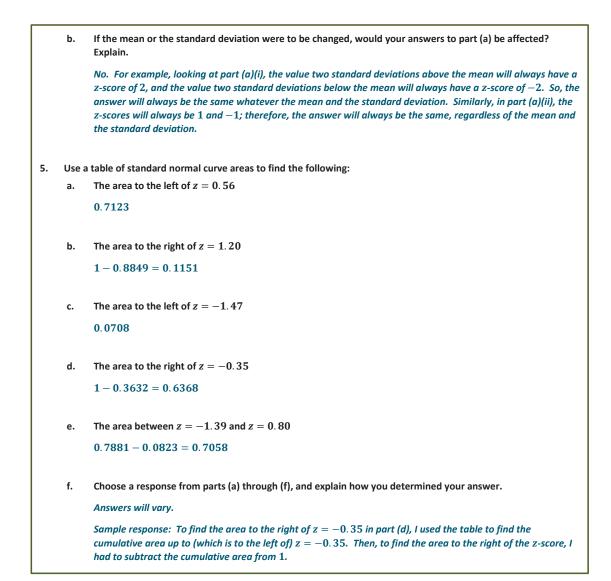


Normal Distributions



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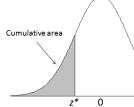




Normal Distributions

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## **Standard Normal Curve Areas**



ALGEBRA II

Ζ	0.00	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09
-3.8	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001
-3.7	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001
-3.6	0.0002	0.0002	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001	0.0001
-3.5	0.0002	0.0002	0.0002	0.0002	0.0002	0.0002	0.0002	0.0002	0.0002	0.0002
-3.4	0.0003	0.0003	0.0003	0.0003	0.0003	0.0003	0.0003	0.0003	0.0003	0.0002
-3.3	0.0005	0.0005	0.0005	0.0004	0.0004	0.0004	0.0004	0.0004	0.0004	0.0003
-3.2	0.0007	0.0007	0.0006	0.0006	0.0006	0.0006	0.0006	0.0005	0.0005	0.0005
-3.1	0.0010	0.0009	0.0009	0.0009	0.0008	0.0008	0.0008	0.0008	0.0007	0.0007
-3.0	0.0013	0.0013	0.0013	0.0012	0.0012	0.0011	0.0011	0.0011	0.0010	0.0010
-2.9	0.0019	0.0018	0.0018	0.0017	0.0016	0.0016	0.0015	0.0015	0.0014	0.0014
-2.8	0.0026	0.0025	0.0024	0.0023	0.0023	0.0022	0.0021	0.0021	0.0020	0.0019
-2.7	0.0035	0.0034	0.0033	0.0032	0.0031	0.0030	0.0029	0.0028	0.0027	0.0026
-2.6	0.0047	0.0045	0.0044	0.0043	0.0041	0.0040	0.0039	0.0038	0.0037	0.0036
-2.5	0.0062	0.0060	0.0059	0.0057	0.0055	0.0054	0.0052	0.0051	0.0049	0.0048
-2.4	0.0082	0.0080	0.0078	0.0075	0.0073	0.0071	0.0069	0.0068	0.0066	0.0064
-2.3	0.0107	0.0104	0.0102	0.0099	0.0096	0.0094	0.0091	0.0089	0.0087	0.0084
-2.2	0.0139	0.0136	0.0132	0.0129	0.0125	0.0122	0.0119	0.0116	0.0113	0.0110
-2.1	0.0179	0.0174	0.0160	0.0166	0.0162	0.0158	0.0154	0.0150	0.0146	0.0143
-2.0	0.0228	0.0222	0.0217	0.0212	0.0207	0.0202	0.0197	0.0192	0.0188	0.0183
-1.9	0.0287	0.0281	0.0274	0.0268	0.0262	0.0256	0.0250	0.0244	0.0239	0.0233
-1.8	0.0359	0.0351	0.0344	0.0336	0.0329	0.0322	0.0314	0.0307	0.0301	0.0294
-1.7	0.0446	0.0436	0.0427	0.0418	0.0409	0.0401	0.0392	0.0384	0.0375	0.0367
-1.6	0.0548	0.0537	0.0526	0.0516	0.0505	0.0495	0.0485	0.0475	0.0465	0.0455
-1.5	0.0668	0.0655	0.0643	0.0630	0.0618	0.0606	0.0594	0.0582	0.0571	0.0599
-1.4	0.0808	0.0793	0.0778	0.0764	0.0749	0.0735	0.0721	0.0708	0.0694	0.0681
-1.3	0.0968	0.0951	0.0934	0.0918	0.0901	0.0885	0.0869	0.0853	0.0838	0.0823
-1.2	0.1151	0.1131	0.1112	0.1093	0.1075	0.1056	0.1038	0.1020	0.1003	0.0985
-1.1	0.1357	0.1335	0.1314	0.1292	0.1271	0.1251	0.1230	0.1210	0.1190	0.1170
-1.0	0.1587	0.1562	0.1539	0.1515	0.1492	0.1469	0.1446	0.1423	0.1401	0.1379
-0.9	0.1841	0.1814	0.1788	0.1762	0.1736	0.1711	0.1685	0.1660	0.1635	0.1611
-0.8	0.2119	0.2090	0.2061	0.2033	0.2005	0.1977	0.1949	0.1922	0.1894	0.1867
-0.7	0.2420	0.2389	0.2358	0.2327	0.2296	0.2266	0.2236	0.2206	0.2177	0.2148
-0.6	0.2743	0.2709	0.2676	0.2643	0.2611	0.2578	0.2546	0.2514	0.2483	0.2451
-0.5	0.3085	0.3050	0.3015	0.2981	0.2946	0.2912	0.2877	0.2843	0.2810	0.2776
-0.4	0.3446	0.3409	0.3372	0.3336	0.3300	0.3264	0.3228	0.3192	0.3156	0.3121
-0.3	0.3821	0.3783	0.3745	0.3707	0.3669	0.3632	0.3594	0.3557	0.3520	0.3483
-0.2	0.4207	0.4168	0.4129	0.4090	0.4052	0.4013	0.3974	0.3936	0.3897	0.3859
-0.1	0.4602	0.4562	0.4522	0.4483	0.4443	0.4404	0.4364	0.4325	0.4286	0.4247
-0.0	0.5000	0.4960	0.4920	0.4880	0.4840	0.4801	0.4761	0.4721	0.4681	0.4641



Normal Distributions





Z	0.00	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09
0.0	0.5000	0.5040	0.5080	0.5120	0.5160	0.5199	0.5239	0.5279	0.5319	0.5359
0.1	0.5398	0.5438	0.5478	0.5517	0.5557	0.5596	0.5636	0.5675	0.5714	0.5753
0.2	0.5793	0.5832	0.5871	0.5910	0.5948	0.5987	0.6026	0.6064	0.6103	0.6141
0.3	0.6179	0.6217	0.6255	0.6293	0.6331	0.6368	0.6406	0.6443	0.6480	0.6517
0.4	0.6554	0.6591	0.6628	0.6664	0.6700	0.6736	0.6772	0.6808	0.6844	0.6879
0.5	0.6915	0.6950	0.6985	0.7019	0.7054	0.7088	0.7123	0.7157	0.7190	0.7224
0.6	0.7257	0.7291	0.7324	0.7357	0.7389	0.7422	0.7454	0.7486	0.7517	0.7549
0.7	0.7580	0.7611	0.7642	0.7673	0.7704	0.7734	0.7764	0.7794	0.7823	0.7852
0.8	0.7881	0.7910	0.7939	0.7967	0.7995	0.8023	0.8051	0.8078	0.8106	0.8133
0.9	0.8159	0.8186	0.8212	0.8238	0.8264	0.8289	0.8315	0.8340	0.8365	0.8389
1.0	0.8413	0.8438	0.8461	0.8485	0.8508	0.8531	0.8554	0.8577	0.8599	0.8621
1.1	0.8643	0.8665	0.8686	0.8708	0.8729	0.8749	0.8770	0.8790	0.8810	0.8830
1.2	0.8849	0.8869	0.8888	0.8907	0.8925	0.8944	0.8962	0.8980	0.8997	0.9015
1.3	0.9032	0.9049	0.9066	0.9082	0.9099	0.9115	0.9131	0.9147	0.9162	0.9177
1.4	0.9192	0.9207	0.9222	0.9236	0.9251	0.9265	0.9279	0.9292	0.9306	0.9319
1.5	0.9332	0.9345	0.9357	0.9370	0.9382	0.9394	0.9406	0.9418	0.9429	0.9441
1.6	0.9452	0.9463	0.9474	0.9484	0.9495	0.9505	0.9515	0.9525	0.9535	0.9545
1.7	0.9554	0.9564	0.9573	0.9582	0.9591	0.9599	0.9608	0.9616	0.9625	0.9633
1.8	0.9641	0.9649	0.9656	0.9664	0.9671	0.9678	0.9686	0.9693	0.9699	0.9706
1.9	0.9713	0.9719	0.9726	0.9732	0.9738	0.9744	0.9750	0.9756	0.9761	0.9767
2.0	0.9772	0.9778	0.9783	0.9788	0.9793	0.9798	0.9803	0.9808	0.9812	0.9817
2.1	0.9821	0.9826	0.9830	0.9834	0.9838	0.9842	0.9846	0.9850	0.9854	0.9857
2.2	0.9861	0.9864	0.9868	0.9871	0.9875	0.9878	0.9881	0.9884	0.9887	0.9890
2.3	0.9893	0.9896	0.9898	0.9901	0.9904	0.9906	0.9909	0.9911	0.9913	0.9916
2.4	0.9918	0.9920	0.9922	0.9925	0.9927	0.9929	0.9931	0.9932	0.9934	0.9936
2.5	0.9938	0.9940	0.9941	0.9943	0.9945	0.9946	0.9948	0.9949	0.9951	0.9952
2.6	0.9953	0.9955	0.9956	0.9957	0.9959	0.9960	0.9961	0.9962	0.9963	0.9964
2.7	0.9965	0.9966	0.9967	0.9968	0.9969	0.9970	0.9971	0.9972	0.9973	0.9974
2.8	0.9974	0.9975	0.9976	0.9977	0.9977	0.9978	0.9979	0.9979	0.9980	0.9981
2.9	0.9981	0.9982	0.9982	0.9983	0.9984	0.9984	0.9985	0.9985	0.9986	0.9986
3.0	0.9987	0.9987	0.9987	0.9988	0.9988	0.9989	0.9989	0.9989	0.9990	0.9990
3.1	0.9990	0.9991	0.9991	0.9991	0.9992	0.9992	0.9992	0.9992	0.9993	0.9993
3.2	0.9993	0.9993	0.9994	0.9994	0.9994	0.9994	0.9994	0.9995	0.9995	0.9995
3.3	0.9995	0.9995	0.9995	0.9996	0.9996	0.9996	0.9996	0.9996	0.9996	0.9997
3.4	0.9997	0.9997	0.9997	0.9997	0.9997	0.9997	0.9997	0.9997	0.9997	0.9998
3.5	0.9998	0.9998	0.9998	0.9998	0.9998	0.9998	0.9998	0.9998	0.9998	0.9998
3.6	0.9998	0.9998	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999
3.7	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999
3.8	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999	0.9999





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