## AP Stats

Chap 9 Activities Name $\qquad$ Pd $\qquad$

With each of the following activities...

- record and enter the data into your calculator
- draw a sketch of the original scatterplot and the original residual plot
- comment on whether it is "straight enough"
- re-express the data until you come to a decision as to what an appropriate linear model will be
- continue this process until you arrive at what you believe to be an appropriately linear model
- write the linear model - including correct notation
- sketch the scatterplot and the residual plot of your re-expressed data
- extrapolate an estimate 5 data points past your last measurement


## \#1 - Dropping a Ball Down a Stairwell

| Height <br> $(\mathrm{cm})$ | Time of Fall <br> (sec to two <br> places) |
| :--- | :--- |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## \#2 - The Swing Time of a Pendulum

Using the weight that's already on the pendulum, record the time (in seconds, to two places) of a full swing (out and returning to the starting position) for 12 different lengths of the string. The lengths must be increasing as you go on. The lengths are to be measured in centimeters and should be noticeably different from each other. Meaning...measurements of $18 \mathrm{~cm}, 23 \mathrm{~cm}$, and 30 cm - for example - aren't different enough.

Split up the jobs! One person will be needed to hold the base of the pendulum, one to release the weight, one to time the swing, and one to record the data. Once the jobs have been assigned, DO NOT change them! Consistency in this experiment is key!


## \#3 - Rolling the Dice

Place all the dice in the large coffee cup. Roll them, all at once, into the box. Remove all the dice that show a " 1 ." Count and record the number of dice that remain. Continue this process for a total of 12 rolls... unless you run out of dice before then!

Switch-up the jobs of rolling the dice, removing them, counting the remaining ones, and recording.

| Roll <br> Number | Number of <br> Remaining Dice |
| :---: | :---: |
| 1 |  |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |
| 6 |  |
| 7 |  |
| 8 |  |
| 9 |  |
| 10 |  |
| 11 |  |
| 12 |  |

## \#4 - The Disappearing M\&Ms

Place all the M\&Ms in the container. Pour them, all at once, onto your desk. Remove all the M\&Ms that don't have the "M" up. (Once removed, you may eat them!) Count and record the number of M\&Ms that remain. Continue this process for a total of 12 rolls... unless you run out of candy before then!

Switch-up the jobs of pouring the M\&Ms, removing them, counting the remaining ones, recording, and - of course - eating them.

| Pour <br> Number | Number of <br> Remaining <br> M\&Ms |
| :---: | :---: |
| 1 |  |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |
| 6 |  |
| 7 |  |
| 8 |  |
| 9 |  |
| 10 |  |
| 11 |  |
| 12 |  |

