GCSE MATHEMATICS

Tree Diagrams





These questions have been taken or modified from previous AQA GCSE Mathematics Papers.

Instructions

- Use black ink or black ball-point pen. Draw diagrams in pencil.
- Answer all questions.
- You must answer the questions in the spaces provided.
- If your calculator does not have a π button, take the value of π to be 3.14 unless another value is given in the question.

Information

- The marks for questions are shown in brackets.
- The quality of your written communication is specifically assessed in questions that are indicated with an asterisk (*).

Advice

- Read each question carefully before you start to answer it.
- In all calculations, show clearly how you work out your answer.
- Use the number of marks for the question as a guide to the amount of time you need to spend.
- Look at previous parts of the question, e.g. a), b), c) i) as there may be information there you need to answer later parts.
- Check your answer is realistic and appropriate.
- For calculator decimal numbers always write your full calculator display in the working out area and then, if you need to, round the answer on the answer line.

This booklet was curated and modified using AQA examination papers between 2010-2016, for the calculator guide.com, where you can find many more booklets on further topics. All questions used are reproduced for educational purposes only.





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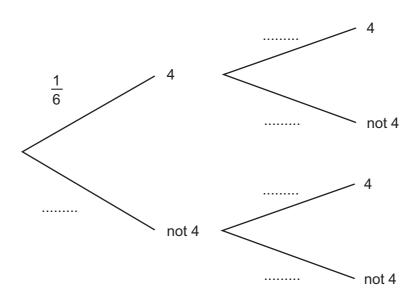
1 An ordinary fair dice is rolled.



1 (a) Complete the tree diagram for the dice landing on 4

[1 mark]

First spin Second spin

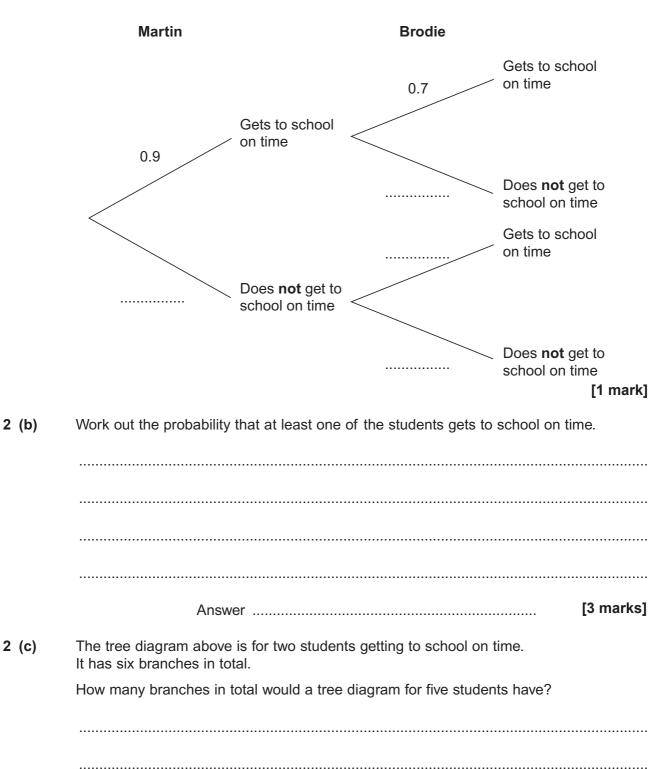


1 (b) Work out the probability of the dice landing on 4 both times.

[2 marks]

Answer

- The probability that Martin gets to school on time is 0.9
 The probability that Brodie gets to school on time is 0.7
- **2 (a)** Complete the tree diagram to show this information.



Answer

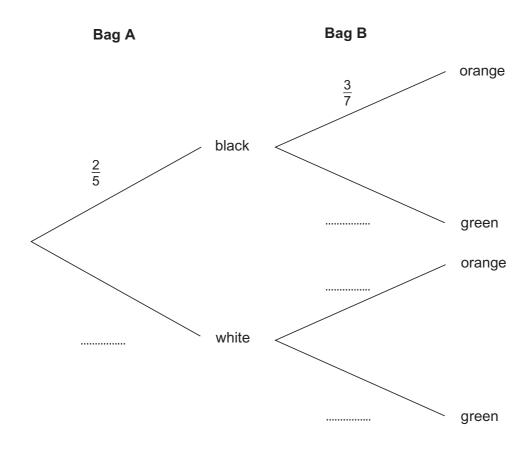
[2 marks]

Bag A has 2 black counters and 3 white counters. Bag B has 3 orange counters and 4 green counters.

A counter is chosen at random from each bag.

3 (a) Complete the tree diagram.

[2 marks]

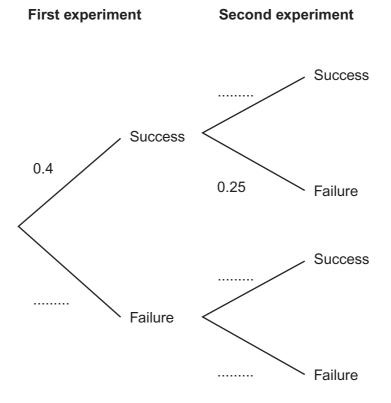


3 (b)	What is the probability of choosing a black counter and an orange counter?	[2 marks]

4 (a) The outcomes of two independent experiments are success and failure.

Complete the tree diagram.

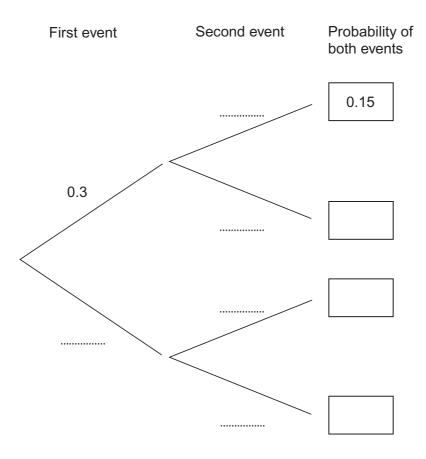
[2 marks]



4 (b)	Work out the probability of success in both experiments.		
		[2 marks]	
	•		

5 The tree diagram shows the probabilities of two **independent** events.

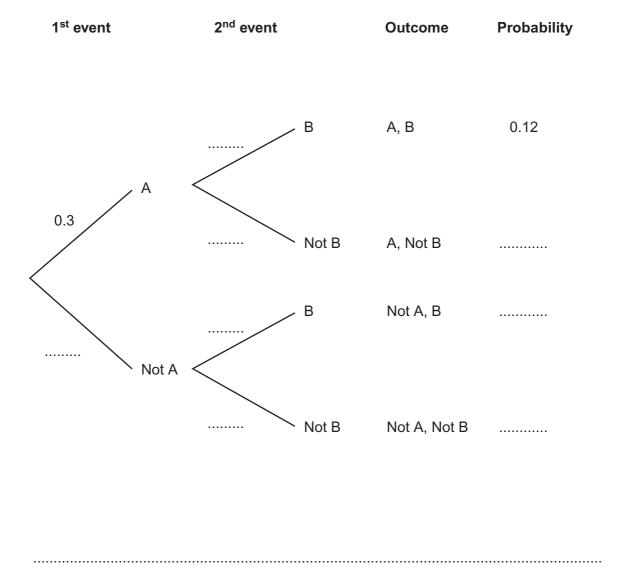
Complete the tree diagram.



(4 marks)

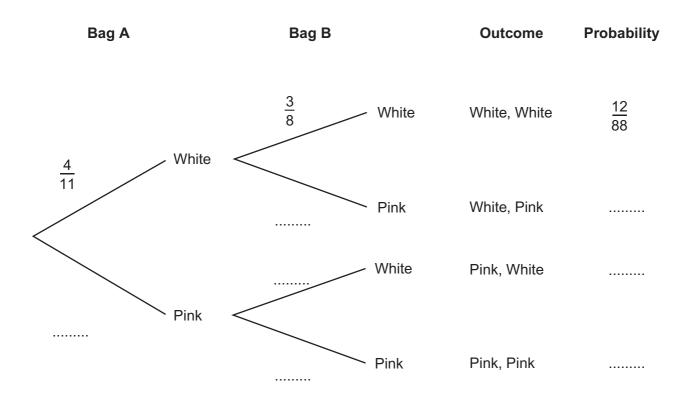
Fill in all eight missing probabilities in the diagram below.

[4 marks]



- 7 Bag A and Bag B each contain only white tickets and pink tickets.One ticket is picked at random from each bag.
- **7 (a)** Complete the tree diagram.

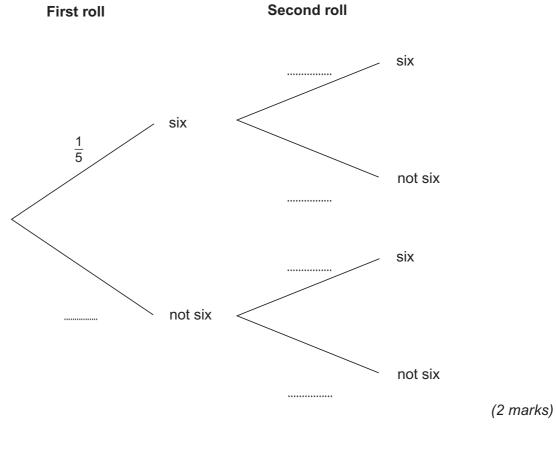
[4 marks]



7 (b)	Work out the probability of one ticket of each colour being picked.	[1 mark]
	Answer	

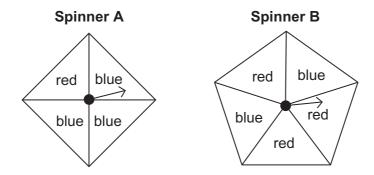
- 8 The probability of rolling a six on a biased dice is $\frac{1}{5}$ The dice is rolled twice.
- 8 (a) Complete the tree diagram.

8 (b)



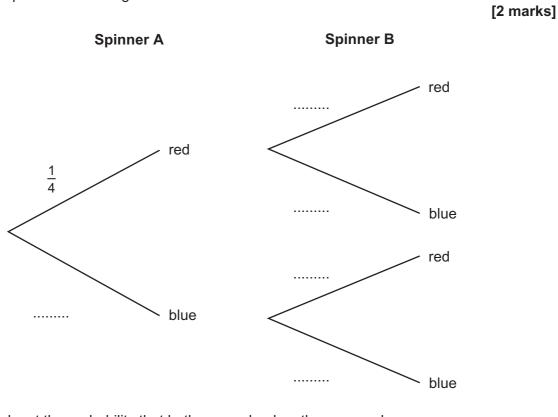
Work out the probability of rolling exactly one six.
Answer (2 marks)

9 Here are two fair spinners.



Both arrows are spun.

9 (a) Complete the tree diagram.

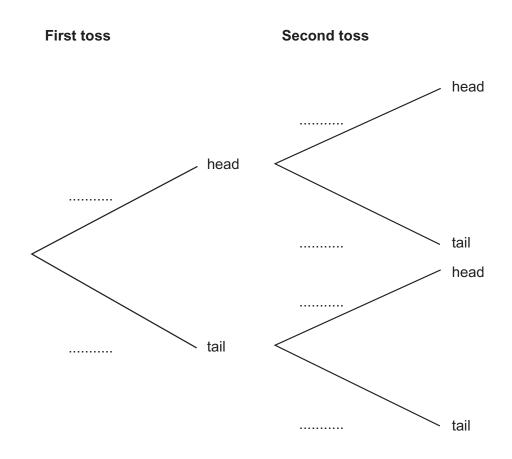


9 (b)	Work out the probability that both arrows land on the same colour.	
,		[3 marks]

Answer

The coin is tossed twice.

Complete the tree diagram.



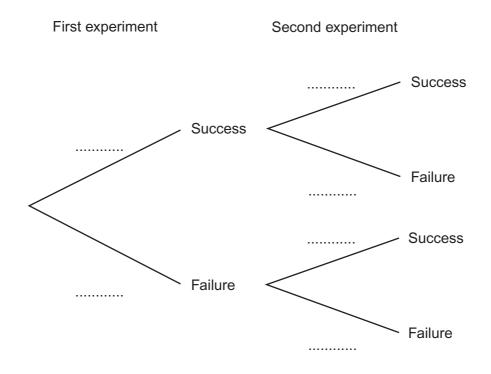
(3 marks)

11 In two independent experiments

the probability of success in the first experiment is 0.8 the probability of success in the second experiment is 0.1

Complete the tree diagram.

[3 marks]



12	In a game, a player chooses a card at random from an ordinary pack of cards.
	If the player chooses a spade, they lose.

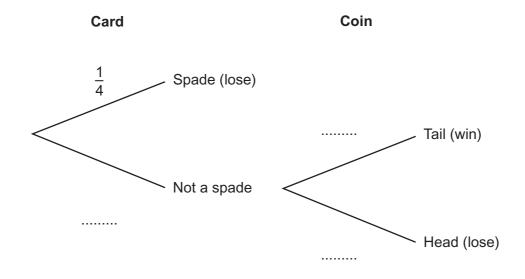
If they do **not** choose a spade, they throw a fair coin.

If they throw a tail, they win.

If they throw a head, they lose.

12 (a) Complete the tree diagram to show this information.

[1 mark]

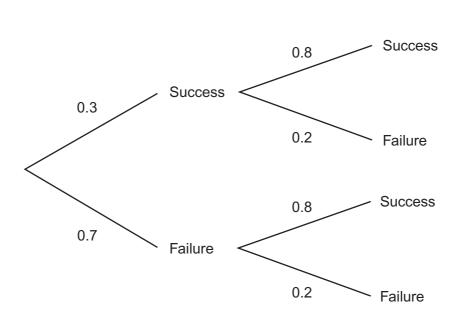


12 (b)	Work out the probability that the player loses the game.	[3 marks]

The tree diagram shows the probabilities of success and failure in two independent experiments.

Second experiment

First experiment



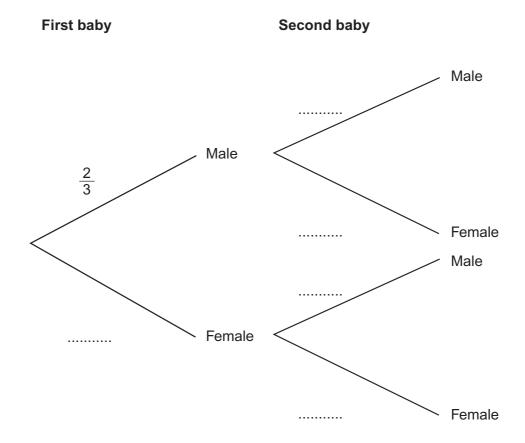
Work out the probability of success in exactly one experiment.	[3 marks]
Answer	_

- Some animals are **twice** as likely to have male babies as female babies.
- **14 (a)** Explain why the probability of a male baby is $\frac{2}{3}$.

(1 mark)

14 (b) One of these animals is expecting two babies.

Complete the tree diagram to show all possible outcomes.



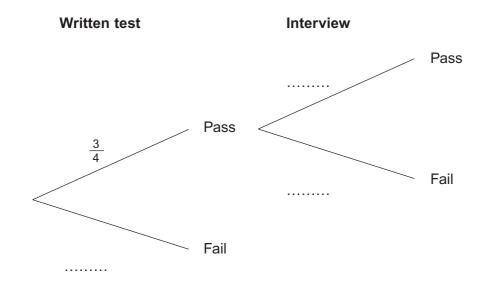
(2 marks)

14 (c)	A scientist wants to predict the likely outcomes for the babies' genders.	
	Which is more likely, two of the same gender or one of each? You must show your working.	
	Answer	(4 marks)

- To join a club, applicants have to pass a written test and an interview.
 - $\frac{3}{4}$ of applicants pass the written test.

Those who pass go on to have the interview.

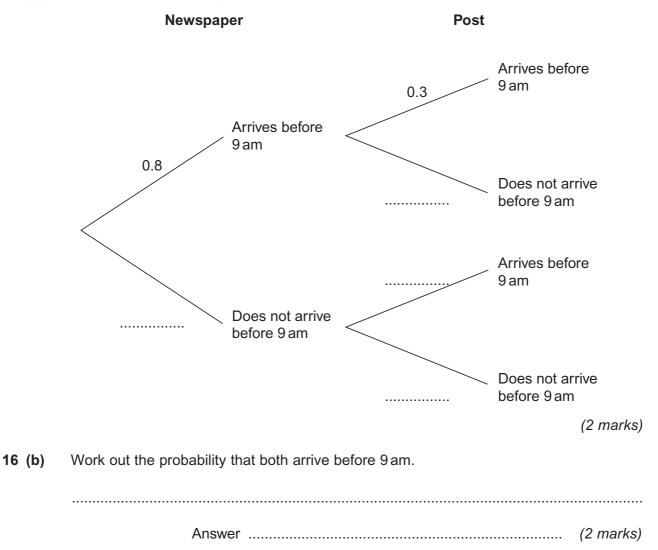
- $\frac{5}{8}$ of applicants who have an interview are successful.
- **15 (a)** Complete the tree diagram to show this information.



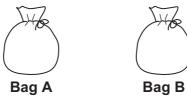
(1 mark)

15 (b)	Work out the probability that an applicant, chosen at random, will fail to joi	n the club.
	Answer	(3 marks)

- The probability that Mr Smith's newspaper arrives before 9 am is 0.8
 The probability that his post arrives before 9 am is 0.3
- **16 (a)** Complete the tree diagram to show this information.



Bag A contains 3 red balls and 7 blue balls. **17** Bag B contains 8 red balls and 2 blue balls.

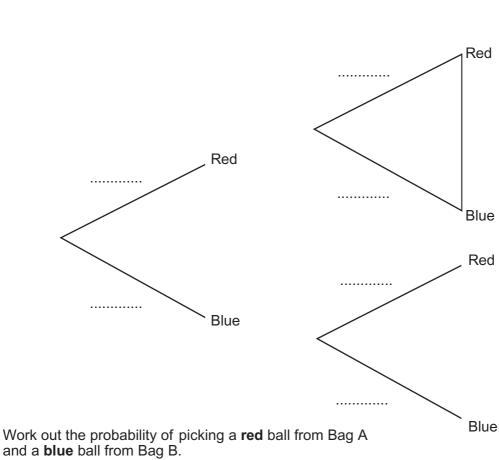


17 (a) A ball is picked at random from each bag. Complete the tree diagram to show all the probabilities.

Bag A

[3 marks]

[2 marks]



Bag B

17 (b) and a blue ball from Bag B.

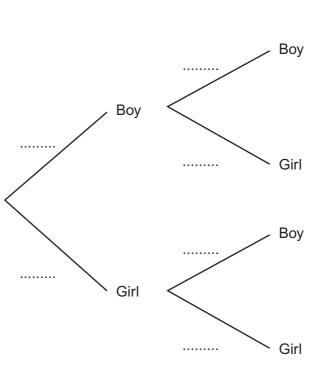
Answer

A team has 7 boys and 3 girls.
Stevie chooses two of the team at random.

First

18 (a) Complete the probability tree diagram.

[3 marks]



Second

18 (b)	Work out the probability that he chooses one boy and one girl.	[3 marks]