

**Subject - Math AA(Higher Level)**  
**Topic - Statistics and Probability**  
**Year - May 2021 - Nov 2024**  
**Paper -3**  
**Questions**

**Question 1**

(a)  $6^3$  OR  $6 \times 6 \times 6$

**A1**

**Note:** Accept a labelled diagram that clearly illustrates correct application of the multiplication principle leading to 216.

$= 216$

**AG**

**[1 mark]**

(b) **EITHER**

attempts to find  $\Delta$

**(M1)**

$$\Delta = (4^2 - 4(1)(4)) = 0$$

**A1**

**OR**

attempts to solve  $x^2 + 4x + 4 = 0$

**(M1)**

$$((x+2)^2 = 0 \Rightarrow) x = -2$$

**A1**

**OR**

attempts to express  $x^2 + 4x + 4 (= 0)$  as a perfect square

**(M1)**

$(x+2)^2 (= 0)$  is a perfect square

**A1**

**OR**

a graph of  $y = x^2 + 4x + 4$  with the vertex touching the  $x$ -axis at  $x = -2$

**A2**

**THEN**

graph of  $f$  has only one  $x$ -intercept

**AG**

**[2 marks]**

**Note:** In parts (c) – (f),  $(a, b, c) = (1, 2, 1)$ , for example, represents an ordered 3-tuple  $a = 1, b = 2$  and  $c = 1$ .

(c) recognizes that  $b^2 - 4ac = 0$  (or equivalent) (M1)

**EITHER**

attempts to use  $\frac{b^2}{ac} = 4 \left( \frac{b^2}{4} = ac \right)$  (M1)

determines one value of  $b$  from  $b = 2, 4$  or  $6$  only (seen anywhere) OR one value of  $ac$  from  $ac = 1, 4$  or  $9$  only (seen anywhere) (A1)

**OR**

attempts to find a possible value of  $b$  (M1)

determines one value of  $b$  from  $b = 2, 4$  or  $6$  only (seen anywhere) (A1)

**OR**

recognizes that  $b^2$  must be a multiple of 4 OR  $b$  must be a multiple of 2 (M1)

determines one value of  $b$  from  $b = 2, 4$  or  $6$  only (seen anywhere) (A1)

**OR**

attempts to find a possible value of  $ac$  (M1)

determines one value of  $ac$  from  $ac = 1, 4$  or  $9$  only (seen anywhere) (A1)

**THEN**

$b = 2$  and  $ac = 1$ :

$(a, b, c) = (1, 2, 1)$  OR 1 possible way OR  $\frac{1}{216}$  A1

$b = 4$  and  $ac = 4$ :

$(a, b, c) = (1, 4, 4), (4, 4, 1), (2, 4, 2)$  OR 3 possible ways OR  $\frac{3}{216}$  A1

$b = 6$  and  $ac = 9$ :

$(a, b, c) = (3, 6, 3)$  OR 1 possible way OR  $\frac{1}{216}$  A1

therefore the required probability is  $\frac{1}{216} + \frac{3}{216} + \frac{1}{216}$

$= \frac{5}{216}$  AG

**[6 marks]**

(d) recognizes that  $b^2 - 4ac > 0$  (or equivalent eg.  $\frac{b^2}{4} > ac$ ) (M1)

maximum value of  $b^2$  is 36 OR maximum value of  $ac$  is 8 (A1)

**Note:** The above (A1) is independent of the (M1).

$$ac = 1, 2, 3, 4, 5, 6, 8$$

A1

[3 marks]

(e) (i)  $ac = 1$  ( $b^2 > 4$ )

$b = 3, 4, 5, 6$  OR  $1 \times 4$  (quadratics) OR  $6 - 2$  (quadratics) A1

there are four quadratic functions

AG

[1 mark]

(ii)

$$ac = 2$$
 ( $b^2 > 8$ )

$$b = 3, 4, 5, 6$$

(A1)

**Note:** Award (A1) for referencing their result shown in part (e) (i).

**EITHER**

$$(a, b, c) = (1, 3, 2), (1, 4, 2), (1, 5, 2), (1, 6, 2), (2, 3, 1), (2, 4, 1), (2, 5, 1), (2, 6, 1)$$
 A1

**Note:** Award A1 for listing the eight quadratic expressions.

**OR**

$2 \times 4$  (quadratics)

A1

**THEN**

there are eight quadratics functions

AG

[2 marks]

(f) **METHOD 1**

varies  $ac$  ( $ac \neq 1, 2$ ) and determines possible values of  $b$  such that  $\Delta > 0$

**(M1)**

correctly determines one of the following five cases

**(A1)**

correctly determines a further two of the following five cases

**(A1)**

correctly determines the remaining two cases

**(A1)**

case 1:  $ac = 3$  ( $b^2 > 12 \Rightarrow b = 4, 5, 6$ )

$(a, b, c) = (1, 4, 3), (1, 5, 3), (1, 6, 3), (3, 4, 1), (3, 5, 1), (3, 6, 1)$  OR

6 possible ways OR  $\frac{6}{216}$

case 2:  $ac = 4$  ( $b^2 > 16 \Rightarrow b = 5, 6$ )

$(a, b, c) = (1, 5, 4), (1, 6, 4), (2, 5, 2), (2, 6, 2), (4, 5, 1), (4, 6, 1)$  OR

6 possible ways OR  $\frac{6}{216}$

case 3:  $ac = 5$  ( $b^2 > 20 \Rightarrow b = 5, 6$ )

$(a, b, c) = (1, 5, 5), (1, 6, 5), (5, 5, 1), (5, 6, 1)$  OR 4 possible ways OR  $\frac{4}{216}$

case 4:  $ac = 6$  ( $b^2 > 24 \Rightarrow b = 5, 6$ )

$(a, b, c) = (1, 5, 6), (2, 5, 3), (3, 5, 2), (6, 5, 1), (1, 6, 6), (2, 6, 3), (3, 6, 2), (6, 6, 1)$

OR 8 possible ways OR  $\frac{8}{216}$

case 5:  $ac = 8$  ( $b^2 > 32 \Rightarrow b = 6$ )

$(a, b, c) = (2, 6, 4), (4, 6, 2)$  OR 2 possible ways OR  $\frac{2}{216}$

adds their probabilities

**(M1)**

**Note:** Award **(M1)** for adding at least 3 of their probabilities (denominator 216).

$$(p =) \frac{4}{216} + \frac{8}{216} + \frac{6}{216} + \frac{6}{216} + \frac{4}{216} + \frac{8}{216} + \frac{2}{216}$$

$$(= 0.0185... + 0.0370... + 0.0277... + 0.0277... + 0.0185... + 0.0370... + 0.0092...)$$

$$= \frac{38}{216} \left( = \frac{19}{108}, = 0.176 \right)$$

**A1**

## METHOD 2

varies  $b^2 (\neq 1, 4)$  OR  $b (\neq 1, 2)$  and determines possible values of  $ac$  such that  $\Delta > 0$

(M1)

correctly determines one of the following four cases

(A1)

correctly determines another case from the following four cases

(A1)

correctly determines the remaining two cases

(A1)

case 1:  $b^2 = 9$  ( $b = 3$ ) ( $ac = 1, 2$ )

$(a, b, c) = (1, 3, 1), (1, 3, 2), (2, 3, 1)$  OR 3 possible ways OR  $\frac{3}{216}$

case 2:  $b^2 = 16$  ( $b = 4$ ) ( $ac = 1, 2, 3$ )

$(a, b, c) = (1, 4, 1), (1, 4, 2), (2, 4, 1), (1, 4, 3), (3, 4, 1)$  OR 5 possible ways OR  $\frac{5}{216}$

case 3:  $b^2 = 25$  ( $b = 5$ ) ( $ac = 1, 2, 3, 4, 5, 6$ )

$(a, b, c) = (1, 5, 1), (1, 5, 2), (2, 5, 1), (1, 5, 3), (3, 5, 1), (1, 5, 4), (2, 5, 2)$   
 $(4, 5, 1), (1, 5, 5), (5, 5, 1), (1, 5, 6), (2, 5, 3), (3, 5, 2), (6, 5, 1)$

OR 14 possible ways OR  $\frac{14}{216}$

case 4:  $b^2 = 36$  ( $b = 6$ ) ( $ac = 1, 2, 3, 4, 5, 6, 8$ )

$(a, b, c) = (1, 6, 1), (1, 6, 2), (2, 6, 1), (1, 6, 3), (3, 6, 1), (1, 6, 4), (2, 6, 2), (4, 6, 1)$   
 $(1, 6, 5), (5, 6, 1), (1, 6, 6), (2, 6, 3), (3, 6, 2), (6, 6, 1), (2, 6, 4), (4, 6, 2)$

OR 16 possible ways OR  $\frac{16}{216}$

adds their probabilities

(M1)

**Note:** Award (M1) for adding at least 3 of their probabilities (denominator 216).

$$(p =) \frac{3}{216} + \frac{5}{216} + \frac{14}{216} + \frac{16}{216}$$

$$(= 0.013889... + 0.023148... + 0.064815... + 0.074074...)$$

$$= \frac{38}{216} \left( = \frac{19}{108}, = 0.176 \right)$$

A1

**METHOD 3**

varies  $b^2$  OR  $b$  and determines possible values of  $ac$  such that  $\Delta < 0$  (M1)

correctly determines two of the following six cases (A1)

correctly determines a further two of the following six cases (A1)

correctly determines the remaining two cases (A1)

case 1:  $b^2 = 1$  ( $b = 1$ ) 36 possible ways OR  $\frac{36}{216}$

case 2:  $b^2 = 4$  ( $b = 2$ ) 35 possible ways OR  $\frac{35}{216}$

case 3:  $b^2 = 9$  ( $b = 3$ ) 33 possible ways OR  $\frac{33}{216}$

case 4:  $b^2 = 16$  ( $b = 4$ ) 28 possible ways OR  $\frac{28}{216}$

case 5:  $b^2 = 25$  ( $b = 5$ ) 22 possible ways OR  $\frac{22}{216}$

case 6:  $b^2 = 36$  ( $b = 6$ ) 19 possible ways OR  $\frac{19}{216}$

$(p =) 1 - \left( \frac{36}{216} + \frac{35}{216} + \frac{33}{216} + \frac{28}{216} + \frac{22}{216} + \frac{19}{216} + \frac{5}{216} \right)$  (M1)

$\left( = 1 - \left( 0.16666... + 0.16203... + 0.15277... + 0.12962... + 0.10185... + 0.087962... + 0.023148... \right) \right)$

**Note:** Award (M1) for adding at least 3 of their probabilities inside the above bracket (denominator 216).

$= \frac{38}{216}$  ( $= \frac{19}{108}$ ,  $= 0.176$ ) A1

[6 marks]

## Question 2

(a) (i)  $0.9 \times 0.9 \times 0.1$  (M1)

**Note:** Award **M1** for 0.9 seen as part of a multiplication.

$= 0.081$  A1  
[2 marks]

(ii) let  $A$  = number of boosts in the first 6 actions

### METHOD 1

Recognition of binomial distribution (M1)

with parameters  $n = 6$  and  $p = 0.1$  (A1)

$(P(A \geq 1) =) 0.469$  (0.468558...) A1

**Note:** Award **(M1)(A1)A0** for an answer of 0.114 (from finding  $P(A > 1)$ ).

### METHOD 2

$(P(A \geq 1) =) 1 - P(\text{no boost in first 6})$  (M1)

$= 1 - 0.9^6$  (A1)

$= 0.469$  (0.468558...) A1

### METHOD 3

$0.1 + 0.9 \times 0.1 + 0.9^2 \times 0.1 + 0.9^3 \times 0.1 + 0.9^4 \times 0.1 + 0.9^5 \times 0.1$  (M1)(A1)

**Note:** Award **(M1)** for at least 3 correct terms in a sum.

$= 0.469$  (0.468558...) A1

[3 marks]

(g) recognizes that  $4Z^2 - 4 > 0$  ( $Z^2 > 1$ ) (M1)

probability of two  $x$ -intercepts is

**EITHER**

$P(|Z| > 1)$  (A1)

**OR**

$P(Z < -1)$  or  $P(Z > 1)$  (can be shown on a labelled diagram) (A1)

$= 0.158655... + 0.158655...$

**OR**

$1 - P(-1 \leq Z \leq 1)$  (can be shown on a labelled diagram) (A1)

$= 1 - 0.682689...$

**THEN**

$= 0.317310...$

$= 0.317$

A1

[3 marks]

(h) attempts to solve  $X_1 > 0.5$  for  $Z$  (M1)

$-1.25 < Z \leq -1$

(A1)(A1)

**Note:** Award (M1)(A1) for obtaining  $Z = -1.25$  from solving  $X_1 = 0.5$  and award (A1) for stating the correct inequality.

Award (M1)(A1)(A1) for  $-1.25 < Z < -1$ .

Award (M1)(A1)(A0) for  $-1.25 < Z$ .

Award (M1) for rearranging to form  $-\sqrt{Z^2 - 1} = Z + 0.5$  and then attempting to square both sides  $Z^2 - 1 = (Z + 0.5)^2$  ( $= Z^2 + Z + 0.25$ ).

attempts to calculate their  $P(X_1, X_2 \text{ both } > 0.5)$  (M1)

$P(-1.25 < Z \leq -1) = 0.053005...$  (A1)

attempts to calculate their  $P(X_1, X_2 \text{ both } > 0.5 | x\text{-intercepts})$  (M1)

$= \frac{0.053005...}{0.317310...}$

$= 0.167$

A1

[7 marks]

Total [31 marks]

## Question 2

(a) (i)  $0.9 \times 0.9 \times 0.1$  (M1)

**Note:** Award **M1** for 0.9 seen as part of a multiplication.

$= 0.081$  A1  
[2 marks]

(ii) let  $A$  = number of boosts in the first 6 actions

### METHOD 1

Recognition of binomial distribution (M1)

with parameters  $n = 6$  and  $p = 0.1$  (A1)

$(P(A \geq 1) =) 0.469$  (0.468558...) A1

**Note:** Award **(M1)(A1)A0** for an answer of 0.114 (from finding  $P(A > 1)$ ).

### METHOD 2

$(P(A \geq 1) =) 1 - P(\text{no boost in first 6})$  (M1)

$= 1 - 0.9^6$  (A1)

$= 0.469$  (0.468558...) A1

### METHOD 3

$0.1 + 0.9 \times 0.1 + 0.9^2 \times 0.1 + 0.9^3 \times 0.1 + 0.9^4 \times 0.1 + 0.9^5 \times 0.1$  (M1)(A1)

**Note:** Award **(M1)** for at least 3 correct terms in a sum.

$= 0.469$  (0.468558...) A1

[3 marks]

- (b) (i) **EITHER**  
 there will be  $x-1$  actions not boosted, followed by one boosted action **A1**
- OR**  
 The  $x^{\text{th}}$  action is boosted and all previous actions are not boosted **A1**
- OR**  

$$\underbrace{(1-p) \times (1-p) \times \dots \times (1-p)}_{(x-1) \text{ times}} \times p$$
 **A1**

---

**Note:** For the **OR** method, the order of the operations must be clear (accept also a tree diagram etc.).

---

- THEN**  
 $p(1-p)^{x-1}$  **AG**  
**[1 mark]**
- (ii)  $E(X) = \sum_{x=1}^{\infty} xp(1-p)^{x-1}$  **A1**  
**[1 mark]**

(c) (i) LHS:

$$a + 2ar + 3ar^2 + \dots$$

**A1**

**Note:** Award A1 for writing LHS =  $\sum ar^n$  and differentiating to get =  $\sum nar^{n-1}$ .

RHS:

attempt to differentiate  $a(1-r)^{-1}$  or use quotient rule

**(M1)**

$$\frac{a}{(1-r)^2}$$

**A1**

$$\sum_{n=1}^{\infty} nar^{n-1} = \frac{a}{(1-r)^2}$$

**A1**

**Note:** To award the final **A1** " $\sum_{n=1}^{\infty} nar^{n-1}$ " must be seen either as part of the LHS working or as part of the final answer and all previous marks must be awarded.

**[4 marks]**

(ii) recognition that  $a=p$  and  $r=1-p$  (and  $x=n$ )

**(M1)**

$$E(X) = \frac{p}{(1-(1-p))^2}$$

**A1**

**Note:** Award **A0 FT** if their answer does not lead to the **AG**.

$$= \frac{1}{p}$$

**AG**

**[2 marks]**

(d)  $E(X) = 10$ ,  $\text{Var}(X) = 90$

**A1A1**

**[2 marks]**

(e)  $0.8 \times 0.6 \times 0.6$

**(M1)A1**

**Note:** Award **M1** for evidence of P(“not boosted”) changing, e.g. a labelled tree diagram and/or 0.8 AND 0.6 seen.

$= 0.288$

**AG**

**[2 marks]**

- (f) after four actions that are not boosted, the probability that the next action is boosted is 1 (and  $p = 1$  is a certainty)

**R1**

**Note:** Accept “when  $Y = 5$ , the probability of a boost is 1”.

Do not accept “on the 5<sup>th</sup> action the probability of a boost is 1”, unless there is reference to the previous actions being not boosted.

**[1 mark]**

(g) (i)  $m = 0.32, n = 0.1536$  (0.154)

**A1A1**

**[2 marks]**

- (ii) attempt to multiply outcomes by probabilities and find the sum

**(M1)**

$0.2 + 2 \times 0.32 + 3 \times 0.288 + 4 \times 0.1536 + 5 \times 0.0384$

**A1**

**Note:** The **A1** can only be awarded if  $m$  and  $n$  are correct and the exact value of  $n$  is used.

$= 2.5104$

**AG**

**[2 marks]**

(iii)  $0.2 + 2^2 m + 3^2 \times 0.288 + 4^2 \times n + 5^2 \times 0.0384 - 2.5104^2$

**(A1)**

$= 1.19$  (1.18749...)

**A1**

**Note:** Award **A1A1** for a correct answer found using the GDC.

**[2 marks]**

(h) (i)  $\left(p = \frac{1}{2.5104}\right) = 0.398$  (0.398342...)

**A1**

**[1 mark]**

(ii)  $\text{Var}(X) = 3.79$  (3.79170...)

**A1**

**Note:** Award **A1** for an answer of 3.80 (3.80040...) (from using their 3sf answer from part (i).)  
Condone 3.8.

**[1 mark]**

(iii) since  $\text{Var}(X) > \text{Var}(Y)$ , 2<sup>nd</sup> model provides more consistent experience

**R1**

**Note:** Only award **R1 FT** if both their variances are positive.

**[1 mark]**

**Total [27 marks]**

