



1. Part of the probability distribution of a variable, X , is given in the table.

x	0	1	2	3
$P(X = x)$		$\frac{3}{10}$	$\frac{1}{5}$	$\frac{2}{5}$

- a. Find $P(X = 0)$. (2)
- b. Find $E(X)$. (2)

2. The probability distribution of a random variable X is shown in the table.

x	1	2	3	4
$P(X = x)$	0.1	0.3	$2p$	p

- a. Find p . (2)
- b. Find $E(X)$. (2)



Solutions

1a.

$1 - \left(\frac{3}{10} + \frac{1}{5} + \frac{2}{5}\right)$	M1
$\frac{1}{10}$	M1

1b.

$\frac{3}{10} + (2 \times \frac{1}{5}) + (3 \times \frac{2}{5})$	M1
$\frac{19}{10}$ (oe)	M1

2a.

$0.1 + 0.3 + 2p + p = 1$	M1
$p = 0.2$ (oe)	M1

2b.

$(1 \times 0.1) + (2 \times 0.3) + (3 \times 0.8) + (4 \times 0.2)$	M1
$= 2.7$ (oe)	M1





1. The table shows the probability distribution for a random variable X .

x	0	1	2	3
$P(X = x)$	0.1	0.2	0.3	0.4

Calculate $E(X)$ and $\text{Var}(X)$.

(5)

2. The probability distribution of X is given in the table.

x	0	1	2	3	4
$P(X = x)$	0.49	0.28	0.18	0.04	0.01

Calculate $E(X)$ and $\text{Var}(X)$.

(5)



Solutions

1.

$E(X) = (0 \times 0.1) + (1 \times 0.2) + (2 \times 0.3) + (3 \times 0.4)$	M1
$E(X) = 2.0$	A1
$\text{Var}(X) = (0^2 \times 0.1) + (1^2 \times 0.2) + (2^2 \times 0.3) + (3^2 \times 0.4)$ (= 5)	M1
$\text{Var}(X) = 5 - 2^2$	M1
$\text{Var}(X) = 1$	A1

2.

$E(X) = (1 \times 0.28) + (2 \times 0.18) + (3 \times 0.04) + (4 \times 0.01)$	M1
$E(X) = 0.8$ (oe)	A1
$\text{Var}(X) = 0.28 + (2^2 \times 0.18) + (3^2 \times 0.04) + (4^2 \times 0.01)$ (= 1.52)	M1
$\text{Var}(X) = 1.52 - 0.8^2$	M1
$\text{Var}(X) = 0.88$ (oe)	A1



Further Maths A-Level Starter Activity



**Topic: Expected Value and Variance of a
Function of X (3)**

Chapter Reference: Further Statistics 1, Chapter 1

**8
minutes**

1. The table shows the probability distribution for a random variable X .

x	0	1	2	3
$P(X = x)$	0.3	0.2	0.1	0.4

Find

- a. $E(X)$ (2)
- b. Find $E(3X - 2)$ (2)
- c. Show that the $\text{Var}(X) = 1.64$ (3)
- d. Calculate $\text{Var}(3X - 2)$. (2)



Solutions

1a.

$E(X) = (1 \times 0.2) + (2 \times 0.1) + (3 \times 0.4)$	M1
$E(X) = 1.6$	A1

1b.

$E(3X - 2) = 3E(X) - 2$	M0
$E(3X - 2) = 3 \times 1.6 - 2$	M1
$E(3X - 2) = 2.8$	A1

1c.

$E(X^2) = 1 \times 0.2 + 4 \times 0.1 + 9 \times 0.4 (= 4.2)$	M1
$\text{Var}(X) = 4.2 - 1.6^2$	M1
$\text{Var}(X) = 1.64$	A1

1d.

$\text{Var}(aX + b) = a^2 \text{Var}(X)$ $\text{Var}(3X - 2) = 3^2 \text{Var}(X)$	M1
$\text{Var}(3X - 2) = 14.76$ (awrt 14.8)	A1



Solutions

1a.

$2k + k + 0 + k = 1$	M1
$4k = 1$ $k = 0.25$	A1

1b.

x	0	1	2	3	M0
$P(X = x)$	0.5	0.25	0	0.25	
$xP(X = x)$	0	0.25	0	0.75	
$x^2P(X = x)$	0	0.25	0	2.75	
$E(X) = \sum xP(X = x) = 0 + 0.25 + 0 + 0.75$					M1
$E(X) = 1$					A1
$E(X^2) = 0 + 0.25 + 0 + 2.25$					M1
$E(X^2) = 2.5$					A1

1c.

$\text{Var}(3X - 2) = 3^2 \text{Var}(X)$	M1
$\text{Var}(3X - 2) = 9(2.5 - 1^2)$	M1
$\text{Var}(3X - 2) = 13.5$	A1





1. A fairground game involves trying to hit a moving target with a gunshot. A round consists of up to 3 shots. Ten points are scored if a player hits the target, but the round is over if the player misses. Linda has a constant probability of 0.6 of hitting the target and shots are independent of one another. The random variable X is the number of points Linda scores in a round.

- a. Find the probability distribution of X . (5)
- b. Find the mean and the standard deviation of X . (5)



Solutions

1a.

x	0	10	20	30	M1 (x values)
	0.4	0.6×0.4	$0.6^2 \times 0.4$	0.6^3	
$P(x = x)$	0.4	0.24	0.144	0.216	M1 $P(X = x)$
(or)	$\frac{4}{10}$	$\frac{6}{25}$	$\frac{18}{225}$	$\frac{27}{125}$	M1, A1, A1 all 4 values

1b.

$E(X) = (0 \times 0.4) + \dots + (30 \times 0.216)$	M1
$E(X) = 11.76$ (awrt 11.8)	A1
$E(X^2) = (10^2 \times 0.24) + \dots + (30^2 \times 0.216) = 276$	A1
$\text{Std Dev} = \sqrt{276 - 11.76^2} = 11.7346 \dots$	M1
$\text{Std Dev} = 11.7$ 3.s.f	A1

