Unit 6: Statistics Lesson 6.3: Z-Scores



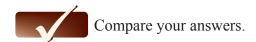
Practice Run

1. Determine the probability that a data value from a normal distribution will have a *z*-score between 1.41 and 2.03.

2. Determine the *z*-score above which 65% of data lies.

ADLC Mathematics 20-2 61

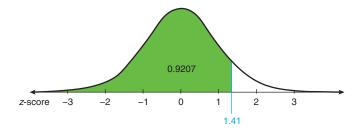
Lesson 6.3: Z-Scores Unit 6: Statistics

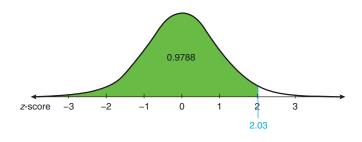


1. Determine the probability that a data value from a normal distribution will have a *z*-score between 1.41 and 2.03.

The *z*-score tables can be used to determine that the area to the left of 1.41 is 0.9207 and the area to the left of 2.03 is 0.9788.

z	0.00	0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09
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



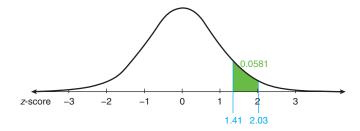


The area between these two values can be found by finding the difference between them.

0.9788 - 0.9207 = 0.0581

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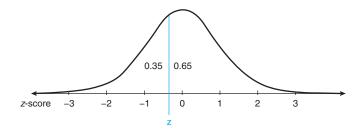
Unit 6: Statistics Lesson 6.3: Z-Scores



The probability tht a data value will have a z-score between 1.41 and 2.03 is 0.0581 or 5.81%.

2. Determine the *z*-score above which 65% of data lies.

65% of the data lies above the z-score, so 35% must be below (to the left) of it.



Find the value closest to 0.35 on the inside of one of the *z*-score tables to determine the *z*-score.

z	0.09	0.08	0.07	0.06	0.05	0.04	0.03	0.02	0.01	0.00
-0.4	0.3121	0.3156	0.3192	0.3228	0.3264	0.3300	0.3336	0.3372	0.3409	0.3446
-0.3	0.3483	0.3520	0.3557	0.3594	0.3632	0.3669	0.3707	0.3745	0.3783	0.3821
-0.2	0.3859	0.3897	0.3936	0.3974	0.4013	0.4052	0.4090	0.4129	0.4168	0.4207

The z-score is -0.39.

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