

Example 1

Please select your preferred **Chance**. You can do so, by moving the slider around. This example shows you how your chances could change if the extremes were two sure prizes. Once you have selected your preferred chance, you can proceed by pressing next at the bottom. Note, this Task **does not count**!

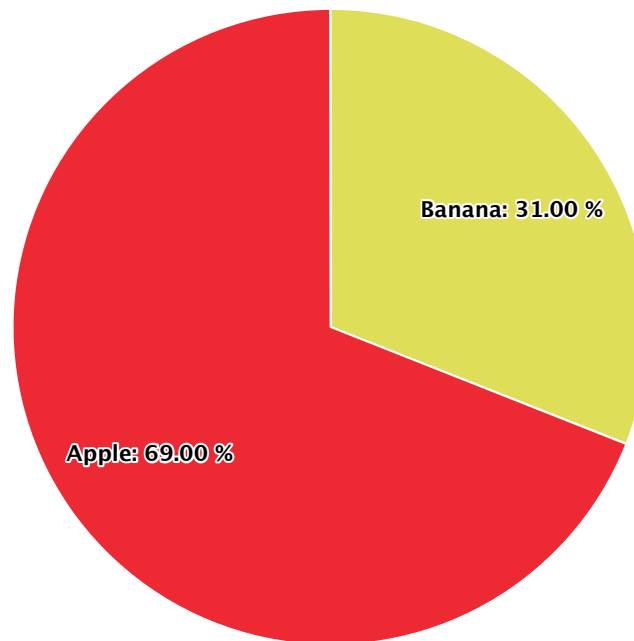
Available prizes are an **Apple** and a **Banana**.

Chance ex1:



Verify ex1:

Probability of each prize



Next