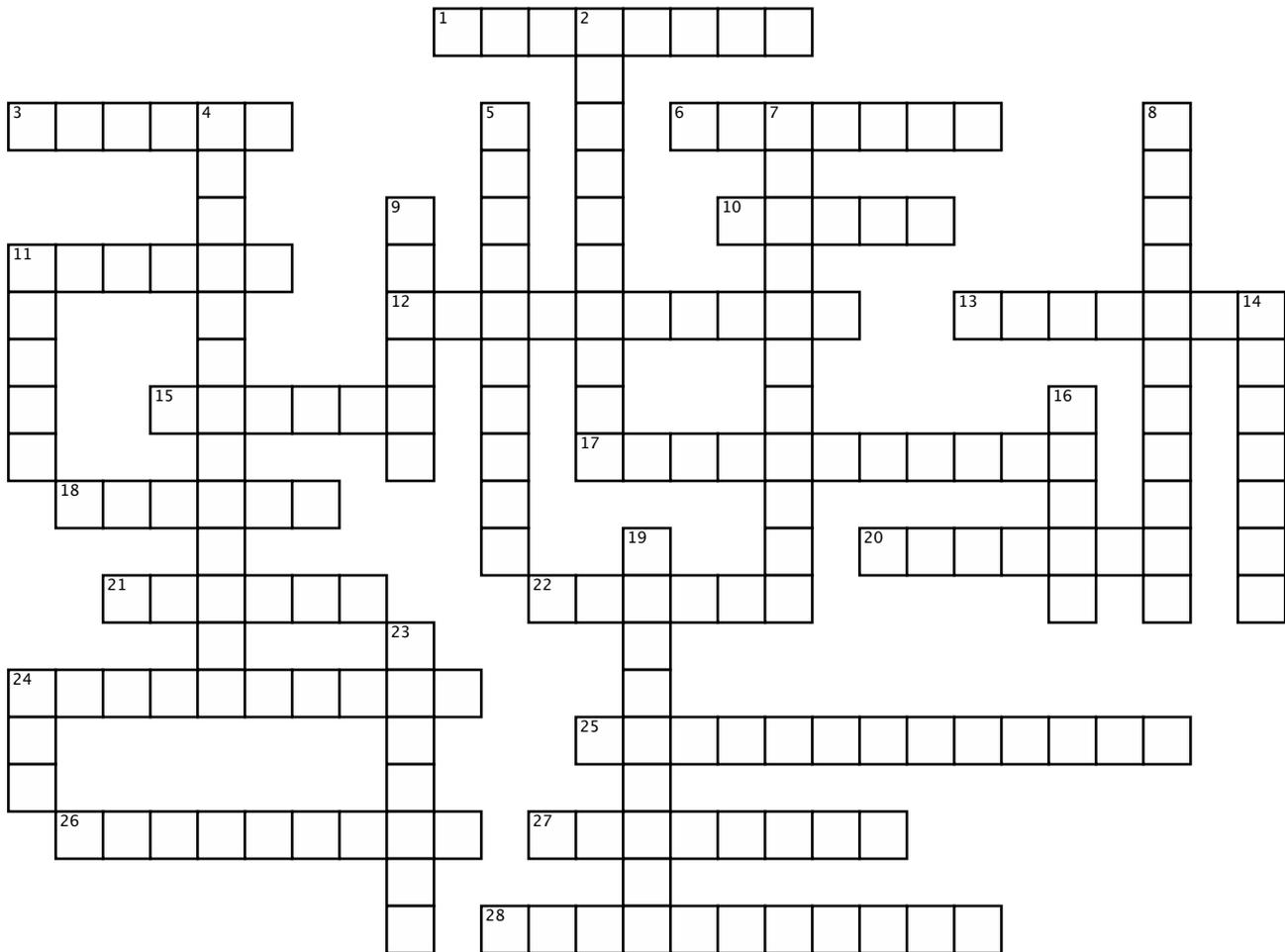


# YMS Ch5: Producing Data

AP Statistics at LSHS

Mr. Molesky



## Across

1. Studying a part in order to gain information about the whole
3. Table of \_ digits can be used to select samples
6. Another name for explanatory variables in an experiment
10. Individuals on which an experiment is done
11. Systematically favors certain outcomes
12. Random sample chosen after dividing population into groups
13. Lack of \_ is a serious potential weakness of experiments
15. Representative subset of the population
17. Individual chosen for the sample can't be reached or does not cooperate
18. Method used to to choose the sample from the population
20. A dummy treatment used in experiments
21. Collects information from every individual in the population

## Down

2. Entire group of individuals that we want information about
4. Type of study that does not attempt to influence responses
5. Deliberately imposes a treatment on individuals to observe responses
7. Type of sampling that chooses individuals in easiest manner possible
8. Third principle of experimental design
9. Dubbed "The Father of Statistics"
11. Design in which random assignment of treatments is carried out within similar groups of individuals
14. Design in which treatments are randomly assigned between two similar individuals or to the same individual as in pre/post fashion: \_ Pairs
16. Specific value or combination of factors
19. In principle, experiments can give good evidence for this
23. First basic principle of experimental design

## Across

22. The use of \_ is an essential principle of statistical sampling
24. Alternative to imposing a treatment when it may be too dangerous, time consuming, or expensive
25. Second principle of experimental design
26. \_ Response Sample consists of people who choose themselves by responding to a general appeal
27. Method used to ensure individual and/or experimenter don't know who receives treatments
28. An observed effect so large it would rarely occur by chance is called statistically \_

## Down

24. Three letter abbreviation for design in which all individuals are equally likely to be chosen