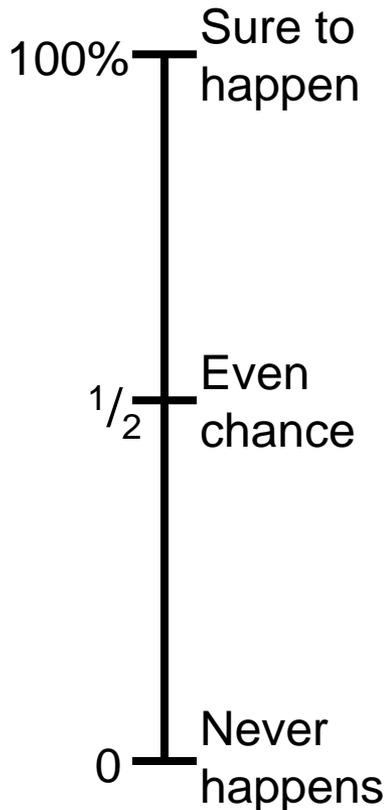# *Design your own probability scale*

Show where the labels marked on one scale belong in the grid.
Choose the labels you prefer for your own probability scale.
Mark the probabilities of some events onto the scales.

100% — Sure to happen

	Happens half the time	Always happens
Impossible		Certain
Sure **not** to happen	As likely to happen as not	
0%	50%	
	0.5	1

Even chance — ¹/₂

Never happens — 0