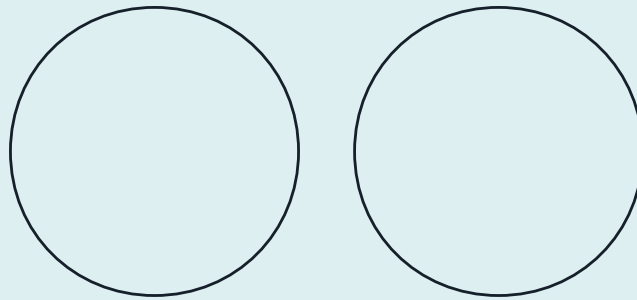


READING A GAME SPINNER

- 1 Look at how much of the spinner each colour covers.
- 2 The spinner has 6 red sectors and only 2 blue sectors.
- 3 Red covers most of the circle so landing on red is likely.
- 4 Blue is just a thin slice so landing on blue is unlikely.

 WARM-UP

Slice and shade each circle spinner to match the chance labels.



1. On the first circle shade 5 sectors red and 3 blue to make red likely
2. On the second circle shade 1 sector red and 7 blue to make red unlikely
3. On the third circle shade 4 sectors red and 4 blue to make red and blue equally likely

 PRACTICE

- 1 In a board game the spinner has 7 red sections and 1 blue section. Is landing on red likely or unlikely?
- 2 The game spinner is half red and half blue with 4 sections each. Are red and blue equally likely?

ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- a. If a spinner is mostly one colour, landing on that colour is likely. ☐
- b. Landing on a thin slice of a spinner is likely. ☐
- c. Red and blue are equally likely when the spinner is split exactly in half. ☐
- d. A spinner with more red than blue makes red likely. ☐

IRISH FACT

How likely is rain?

Valentia in County Kerry averages about **250 wet days** a year, so rain there is **likely** on most days — while Dublin Airport is closer to **130 wet days**.

Met Éireann climate normals



REFLECT

Looking at a spinner, what helps you decide if a colour is likely or unlikely?