

Ordering events on a likelihood line

WHAT THIS LESSON TEACHES

A likelihood line runs from impossible at one end to certain at the other, with even chance in the middle. You place an event where it fits: the more likely it is, the nearer the certain end it sits.

- The sun rising tomorrow goes at the certain end; growing wings goes at the impossible end.
- A flipped coin landing on heads goes on the even chance mark in the middle.

MODEL THIS ON THE BOARD

ORDERING EVENTS ON A LIKELIHOOD LINE

- 1 The line runs from **impossible** to **certain**, with **even chance** in the middle.
- 2 **Snow in July** almost never happens, so it goes at the impossible end.
- 3 A tossed **coin** landing heads happens about half the time, so it goes on **even chance**.
- 4 **Clouds this week** are **likely** but not sure, so they go between even chance and certain; **summer holidays** are **certain**.



DISCUSSION STARTER

REFLECT Which events were hardest to place on the line, and why were they close together?

ANSWER KEY

Scaffold: visual check on the page

Q1: certain

a) Always — Lesson example states this event is certain so it is sure to happen no matter what.

b) Always — Lesson teaches that certain means sure to happen no matter what.

c) Never — A blue cube is present so picking red is not sure to happen.

d) Always — Lesson worked example and practice show it is sure to happen if all parts are coloured.

EXTENSION SHEET · STRETCH ANSWERS

S1: unlikely

S2: likely

S3: unlikely

S4: unlikely

S5: even

Investigation: A week of likelihood — open-ended; scan pupils' working for valid solution paths rather than a single answer.