

Probability scale and the language of chance

WHAT THIS LESSON TEACHES

Every chance sits on a line from 0 (impossible) to 1 (certain). The middle 0.5 is an even chance.

→ Sun rising tomorrow is certain so 1.

→ Rolling a 7 on a die is impossible so 0.

MODEL THIS ON THE BOARD

PLACING CHANCES ON THE SCALE

- 1 Draw the line from 0 to 1 with 0.5 in the middle.
- 2 Read the event and decide if it is impossible, unlikely, even, likely or certain.
- 3 Mark the point and label it with the chance word.

ANSWER KEY

Scaffold: visual check on the page

Q1: unlikely (near 0)

Q2: likely (near 1)

Q3: impossible/unlikely (near 0)

Q4: even chance (0.5)

Q5: unlikely (0.25)

Q6: unlikely (1/3)

a) Always — Certain events are always at 1.

b) Always — 0.5 is always the middle even chance.

c) Never — It is impossible so always at 0.

d) Sometimes — Some are certain, some unlikely depending on the event.

EXTENSION SHEET · STRETCH ANSWERS

S1: even

S2: unlikely

S3: unlikely

S4: even

S5: unlikely