

## Chance: likely and unlikely

## CURRICULUM ALIGNMENT

**DAT.CHN.3** describe and test predictability and (un)certainty in events.

**INTERACTIVES** Probability Spinner · display, explore

## WHAT THIS LESSON TEACHES

An event is likely when it will probably happen and there is a good chance of it. An event is unlikely when it will probably not happen.

→ A spinner that is mostly red will land on red far more often than on a thin blue slice.

→ Landing on red or blue on a spinner split exactly in half is equally likely.

## MODEL THIS ON THE BOARD

### 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.

## DISCUSSION STARTER

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

## ANSWER KEY

**Scaffold:** visual check on the page

**Q1:** likely

**Q2:** yes

**a)** Always : The bigger section gives a good chance of landing there.

**b)** Never : A thin slice means there is only a small chance so it is unlikely.

**c)** Always : Equal sections mean each colour has the same chance.

**d)** Sometimes : True when the red and blue parts are the same size; false when one colour covers more of the spinner.

## EXTENSION SHEET · STRETCH ANSWERS

**S1:** even

**S2:** unlikely

**S3:** even