

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: Spinner B. Red covers 6 of its 8 parts, but only 3 of the 8 parts on spinner A.

S2: Unlikely. Make the numbers the same, for example add 6 more green counters so there are 8 of each.

S3: green, orange, purple

S4:

Most parts blue and only 1 or 2 parts red, for example 5 blue and 1 red

S5: No. Blue covers half and red covers half, so they are equally likely.