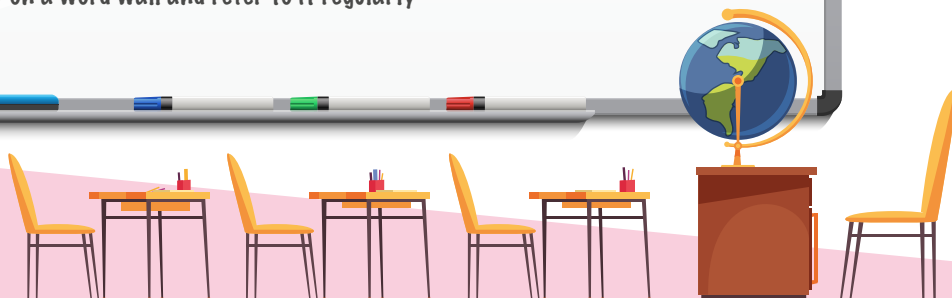


## Chance – Suggestions for the learning environment

### IDEAS FOR THE CLASSROOM

- Create a likelihood line using string, pictures and clothes pegs to order events from impossible to certain
- Walking debate to discuss and analyse the likelihood of various events happening e.g. Ireland winning the World Cup. Is it likely Or unlikely? Possible or impossible?
- Create combinations of objects e.g. cubes and/or counters, where certain outcomes are the most likely - for example, a bag of 10 cubes, with 6 of them being red and therefore you are most likely to draw out a red one at random
- An ice cream parlour has four flavours - represent all possible outcomes of buying a two-scoop cone
- Design and make spinners using paper clips to meet certain criteria such as an even chance of landing on red or blue, a 5-coloured spinner with a 25% chance of landing on yellow
- Use digital technology such as interactive spinners to conduct trials with large numbers
- Use Chance-related vocabulary across other curricular areas regularly
- Display relevant vocabulary on a word wall and refer to it regularly



### IDEAS OUTSIDE THE CLASSROOM

Use weather apps to make predictions about the weather. How do weather warnings work? Are they always accurate? Who would rely on weather predictions and why?

Election polls – at times of elections, look at election posters from local candidates and study polls to ascertain the likelihood of a particular outcome

Show a clip of the gameshow Deal or No Deal. Discuss how the game works and what the chances of winning the jackpot are. Set up a mock game or play an online game – discuss strategy focusing on the chances of particular outcomes

During P.E. class, encourage children to analyse the likelihood of certain outcomes e.g. throwing a beanbag into a bucket? What factors affect the outcome of the action?

Sports outcomes – what is the likelihood of a particular team winning a game or a tournament? Study a group of four teams from a World Cup Tournament and analyse all outcomes from the group stages. Which outcome is most likely and why? Display the outcomes using a tree diagram

