

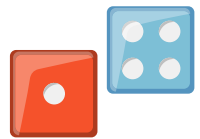
Chance – Suggestions for learning at home

Why learning about Chance is important?

Chance is the likelihood that a particular outcome will happen. Chance is an area of mathematics which we use all the time in daily life. Every day we make decisions based on our understanding of how likely it is something will happen. A deeper understanding of Chance will help your child to understand the risks we take in our daily lives and make better decisions.

IDEAS TO SUPPORT LEARNING

- While reading with your child what might happen next in a story use mathematical language e.g. what is most likely to happen next? Is it possible that...? Is it likely that ...?
- Talk to your child about the weather forecast. Is it likely it will snow tomorrow? Is it impossible?
- Talk to your child about everyday routines e.g. What is the chance that you will go to school today? What is the chance that you will get homework today? What factors affect the likelihood of these events occurring?
- Play games with your child such as Coin Toss. Talk about the different possibilities that could occur within 10 plays or more. Is it likely/unlikely heads will come up every time? Is it impossible?
- While playing board games with dice, discuss the different outcomes of rolling the dice.
- Sport provides us with lots of opportunities to discuss Chance. What are the chances of a team or individual winning a game, match or race? What information might be useful to influence this prediction?
- For children who may be anxious it may be helpful to address areas of concern or upcoming events by discussing the likelihood of particular outcomes happening. This can be useful to prevent worry and help your child realistically analyse particular outcomes.



BOOKS

- *Probably Pistacho* by Marsha Winborn (6 – 10 years)
- *Bad Luck Brad* by Gail Herman (8 – 12 years)
- *It's Probably Penny* by Loreen Leedy (8 – 12 years)
- *That's A Possibility* by Bruce Goldstone (8 – 12 years)
- *A Very Improbable Story* by Edward Einhorn (10 – 12 years)

GAMES / ACTIVITIES

- *Rock Paper Scissors*
- *Lucky Ducky* by Orchard Toys
- *Higher or Lower*: using a deck of card, children guess whether the card pulled next from the will be higher or lower in value than the previous card
- *Snakes and Ladders*
- Board games, card games or dice games and any type of game where you can't know from the outset who will definitely be the winner

BINGO!

13	7	10	27
5	21	87	39
56	72	16	3
31	43	2	65

WEBSITES

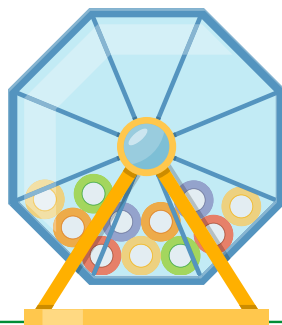
- Scoilnet: www.scoilnet.ie
- Nrich Maths www.nrich.maths.org

**Useful terms to search online: learning about chance, probability, predictions, primary, maths, games, activities*



ARTS AND CRAFTS

- Design and make a board game with a spinner
- Create a gameshow activity
- Create a likelihood line using pictures to show events which are impossible, very unlikely, likely, very likely, certain
- Create a comic book strip where impossible events become possible for one day only



YOUR OWN IDEAS