

Data and chance: Chance – Suggestions for children's learning

The child has opportunities to ...

Understand and connect

- further develop informal concepts of chance from playing games and everyday experiences.
- actively engage and participate in trials and experiments related to chance using dice, coins, cards and spinners.
- examine ideas around measuring chance and probability on a numerical scale including fractions, decimals and percentages.
- explore how a greater number of trials in an experiment impacts the outcomes.



Communicate

- engage in discussion-based activities to become familiar with the language of chance.
- order everyday events in terms of likelihood of occurrence.
- predict outcomes of trials and experiments related to chance and probability.
- describe and represent all possible outcomes of an experiment.
- use digital technology to record and present their findings during chance-related trials and experiments.



Reason

- use their own life experience to decide how likely or unlikely an event is.
- convince others how likely or unlikely an event or an outcome is using evidence to justify their argument.
- use trials and experiments to determine if games are fair or unfair based on their possible outcomes.
- have opportunities to consider possible outcomes of risky or dangerous behaviours whilst considering how to make good decisions.



Apply and problem-solve

- consider all possibilities when predicting the outcome of an event or game that the child has recently engaged in.
- use their knowledge of chance to make decisions on a daily basis.
- conduct trials and experiments with a small and large number of trials.
- use digital technology such as interactive spinners and dice to conduct trials with large numbers.

