

Chance – Suggestions for children’s learning

The child has opportunities to ...

Understanding and connecting

- 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



- 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



Communicating

Reasoning

- 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



- 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



Applying and problem-solving