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| **Describing Events Using the Language of Chance** |
| Thinks outcomes of an experiment are always equally likely to happen “I choose green. The chance of getting any colour is always the same.”  | Describes the likelihood of an event or outcome (e.g., impossible, likely, certain)“It is **likely** that I will get red.” | Makes predictions based on likelihoods“If I draw a marble 8 times and put it back each time, I predict I will get red 6 times.” |
| **Observations/Documentation** |
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| **Describing Events Using the Language of Chance (con’t)** |
| Lists all possible outcomes for an experiment“I could get green, blue, or red, but not yellow or purple.” | Compares the likelihoods of two outcomes“It is **more likely** that I will get blue than green.” | Identifies flexibly the likelihoods of outcomes in a simple probability experiment“Blue is most likely, red is least likely, green is unlikely, and yellow is impossible.” |
| **Observations/Documentation** |
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| **Drawing Conclusions Based on Data** |
| Asks and answers simple questions about an experiment “If I toss the coin, I could get heads or tails. Getting heads or tails is equally likely.” | Makes simple decisions based on data“I can roll a 1, 2, 3, 4, 5, or 6.I would choose to roll a number less than 5 rather than a number greater than 5 because I’m more likely to be right.” | Connects fairness of a game to equally-likely outcomes “There is an equal chance of landing on green or blue because they cover the same amount of space. So, if I need to land on green and my partner on blue, the game is fair. In 12 spins, I expect the pointer to land on green 4 times and on blue 4 times.” | Creates a game that is fair or unfair and justifies why it is or isn’t fair“Fair: rolling an even number or rolling an odd number because the outcomes are equally likely.”“Unfair: rolling an even number or rolling an odd number because it is more likely for the pointer to land on an even number.” |
| **Observations/Documentation** |
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