|  |  |  |
| --- | --- | --- |
| **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** | | |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| **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** | | |
|  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **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** | | | |
|  |  |  |  |