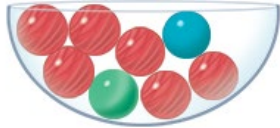# Activity 10 Assessment
Consolidation
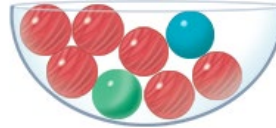
Describing Events Using the Language of Chance

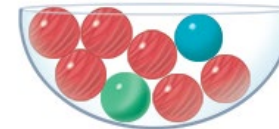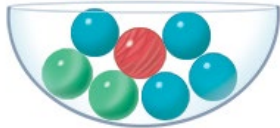| Thinks outcomes of an experiment are always equally likely to happen	Describes the likelihood of an event or outcome (e.g., impossible, likely, certain)	Makes predictions based on likelihoods
"I choose green. The chance of getting any colour is always the same."	"It is **likely** that I will get red."	"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	Compares the likelihoods of two outcomes	Identifies flexibly the likelihoods of outcomes in a simple probability experiment
"I could get green, blue, or red, but not yellow or purple."	"It is **more likely** that I will get blue than green."	"Blue is most likely, red is least likely, green is unlikely, and yellow is impossible."

Observations/Documentation

Drawing Conclusions Based on Data

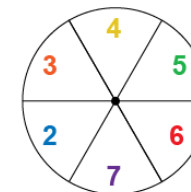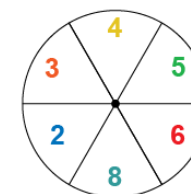| Asks and answers simple questions about an experiment	Makes simple decisions based on data	Connects fairness of a game to equally-likely outcomes	Creates a game that is fair or unfair and justifies why it is or isn't fair
"If I toss the coin, I could get heads or tails. Getting heads or tails is equally likely."	"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."	"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."	"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