

EVERYDAY EVENTS & POSSIBLE OUTCOMES

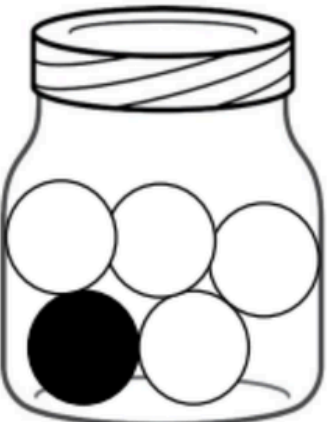
AC9M4P01

POSSIBLE OUTCOMES OF EXPERIMENTS

TRUE OR false

Cut out the problem cards and sort them according to whether they are true or false. Before gluing them, arrange the cards in each column in alphabetical order.

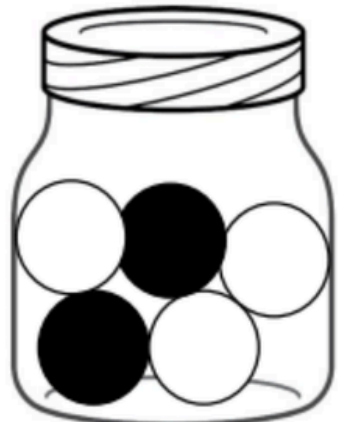
JAR A



JAR B



JAR C



TRUE	FALSE
Jars A and C both have more white marbles than black, so white is more likely from either jar C	If you took a black marble out of Jar B and didn't put it back, you'd have an equally likely chance of picking white on the next draw G

Keep scrolling to see
what's included!

LOOKING FOR A FUN WAY TO TEACH CHANCE, PROBABILITY AND POSSIBLE OUTCOMES?



All six activities are aligned to the outcome: **(AC9M4P01)**



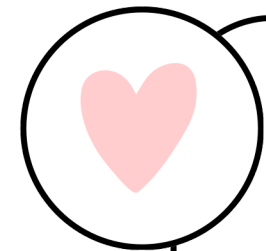
Tasks range in difficulty from easy to challenging



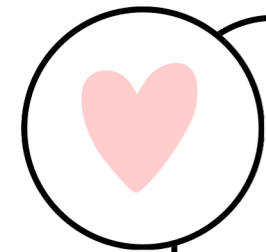
Activities are interactive, hands-on, and FUN!



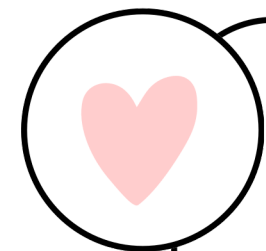
LOOKING FOR A FUN WAY TO TEACH CHANCE, PROBABILITY AND POSSIBLE OUTCOMES?



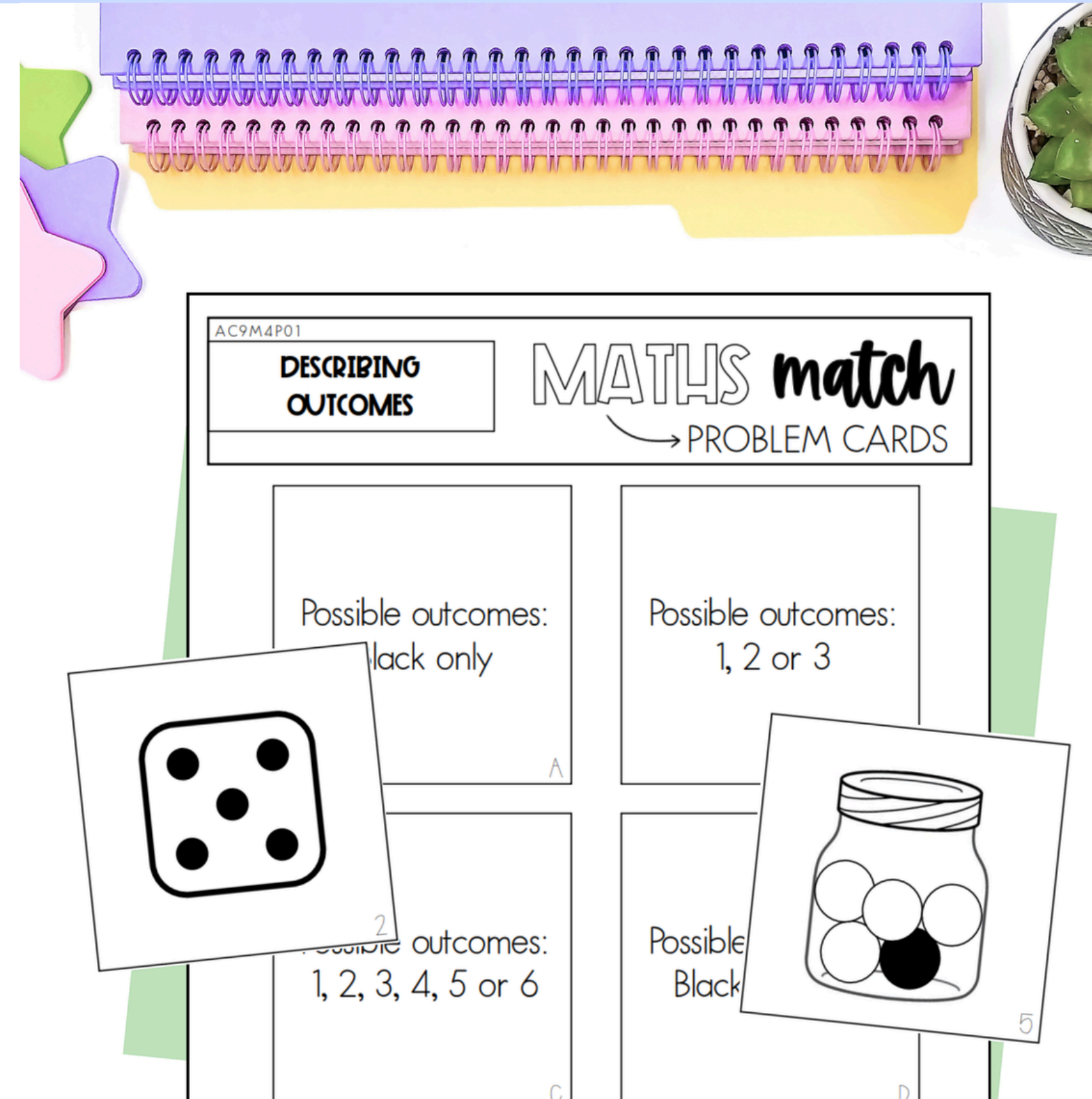
NO planning required for
outcome **AC9M4P01**



No prep, just print and go!



This pack aligns perfectly to my
Year 4 Statistics & Probability
Assessment Pack!



INCLUDES ALL THESE AND MORE!

AC9M4P01

DESCRIBING LIKELIHOOD

Read each scenario and decide how likely using the key provided.

Impossible	Unlikely	Equally Likely
Red	Yellow	Blue

Picking a blue marble from a bag with 7 blue and 1 red marble

A

You will go the whole day without drinking water

D

Winning a raffle when you have 1 out of 100 tickets

G

Now write your own event for each

PROBABILITY	
IMPOSSIBLE	
UNLIKELY	
EQUALLY LIKELY	
LIKELY	
CERTAIN	

AC9M4P01

POSSIBLE OUTCOMES OF EXPERIMENTS

TRUE OR false

Cut out the problem cards and sort them according to whether they are true or false. Before gluing them, arrange the cards in each column in alphabetical order.

JAR A



JAR B



JAR C

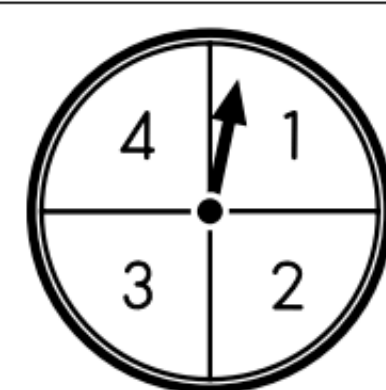


TRUE	FALSE

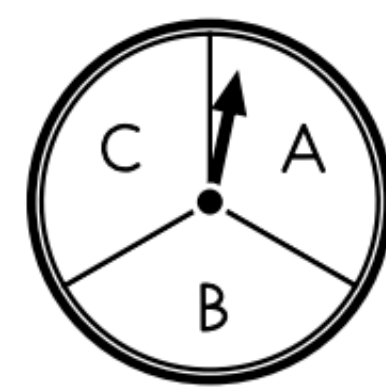
AC9M4P01

DESCRIBING OUTCOMES

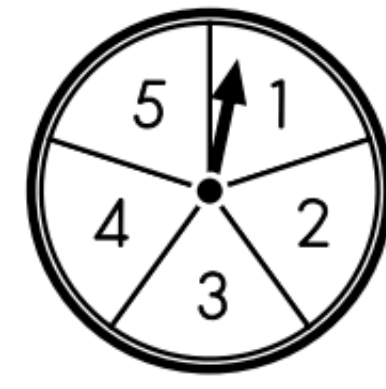
MATCH



7



9



11

AC9M4P01

THINKING ABOUT CHANCE

THINKER'S keys

AC9M4P01

THE ALPHABET KEY

List as many words as you can from A to Z that relate to chance experiments

THE SYDNEY TEACHER

AC9M4P01

THE ANSWER KEY

If 'certain' is the answer, what might the question be?

Think of 10 possibilities

THE SYDNEY TEACHER

AC9M4P01

THE BRAINSTORMING KEY

List 5 everyday events that could happen at school. Order them from least likely to most likely

THE SYDNEY TEACHER

AC9M4P01

THE VARIATIONS KEY

Colour a spinner so it is highly likely to land on green. Now create another spinner so the chances of green are now unlikely. What did you change?

THE SYDNEY TEACHER

AC9M4P01

THE CONSTRUCTION KEY

Design a marble jar game where the first marble is not put back. Draw the jar, list the possible outcomes and write the rules

THE SYDNEY TEACHER

AC9M4P01

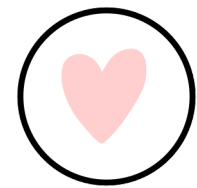
THE INTERPRETATIONS KEY

A student believes that in flipping a coin, getting heads 3 times in a row means tails is more likely next. Explain why this could be wrong

THE SYDNEY TEACHER

CONTENTS

What's included in this pack?



SIX engaging activities for the outcome AC9M4P01:

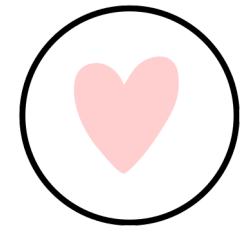
- + True or False
- + Maths Match
- + Super Sort
- + Maths Maze
- + Would You Rather?
- + Thinker's Keys



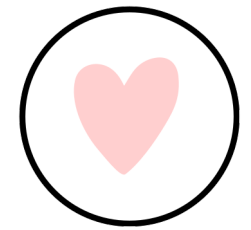
Answer Key for teachers



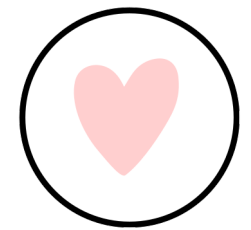
HOW YOU CAN USE THIS RESOURCE



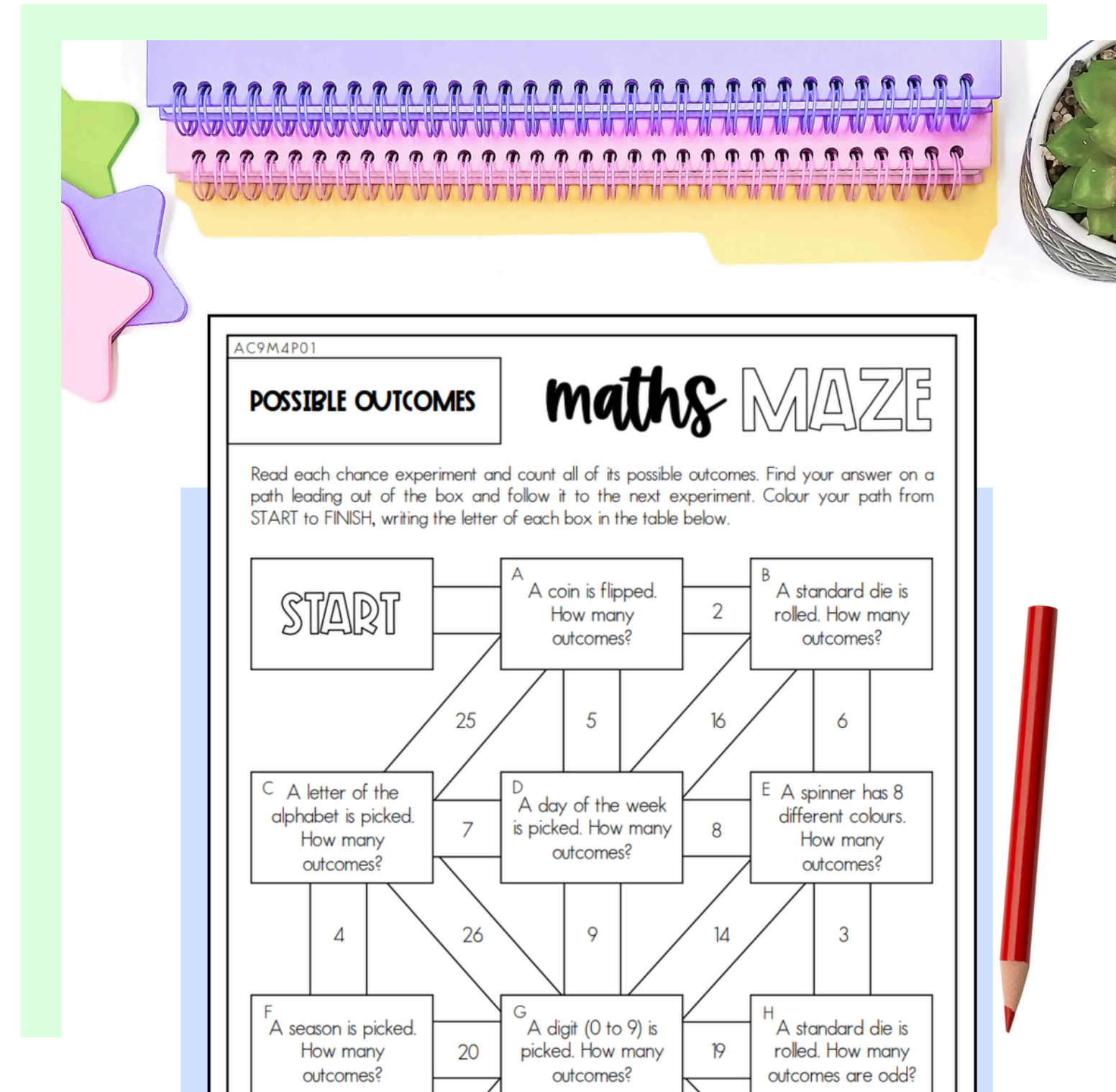
Maths rotations – Use the six activities as engaging group tasks



Differentiation – Assign easier or harder tasks based on student needs



Prep-Free Lessons – Use the activities as ready-to-go lessons for the AC9M4P01 outcome!



LOOKING FOR MORE?



Want to take your Year 4 maths lessons to the next level? Grab the **Year 4 Maths Activity MEGA Bundle** packed with 140+ fun, engaging, Australian Curriculum-aligned activities, with SIX activities for every curriculum outcome!

YEAR 4

MATHS ACTIVITY
MEGA BUNDLE

YEAR 4

NUMBER & ALGEBRA
ACTIVITY BUNDLE

THE SYDNEY TEACHER

YEAR 4

MEASUREMENT & SPACE
ACTIVITY BUNDLE

THE SYDNEY TEACHER

YEAR 4

STATISTICS & PROBABILITY
ACTIVITY BUNDLE

THE SYDNEY TEACHER

140+ ACTIVITIES