

CONDUCT CHANCE EXPERIMENTS & COMPARE OUTCOMES

AC9M5P02

CONDUCTING CHANCE EXPERIMENTS

SUPER SORT

Cut out the two problem cards on the next page. Study each spinner and decide which shows a chance experiment with equally likely outcomes and which does not. Glue the cards in the correct space below, using glue only along the top so they can be flipped up. Under each card, write your prediction of what you think will happen when the spinner is spun 10 times. To test your prediction, create a spinner by placing a paperclip under the tip of your pencil. Spin it 10 times and tally which colour it lands on. When this is finished, compare your expected results with your actual results, where they are the same or different?

SPINNER WITH EQUALLY LIKELY OUTCOMES

APPLY GLUE HERE

What results do you expect from this experiment? Why?

Experiment results:

BLACK	WHITE

Did your results match your expectations? Why/why not?

SPINNER A

SPINNER B

SPINNER WITHOUT EQUALLY LIKELY OUTCOMES

APPLY GLUE HERE

What results do you expect from this experiment? Why?

Keep scrolling to see what's included!

LOOKING FOR AN ENGAGING WAY TO TEACH CONDUCTING REPEATED CHANCE EXPERIMENTS WITH AND WITHOUT EQUALLY LIKELY OUTCOMES?

♥ All six activities are aligned to the outcome: **(AC9M5P02)**

♥ Tasks range in difficulty from easy to challenging!

♥ Activities are interactive, hands-on, and FUN!



AC9M5P02 **CONDUCTING CHANCE EXPERIMENTS** THINKER'S *keys*

AC9M5P01 **THE ALPHABET KEY**
List as many words as you can from A to Z that relate to chance experiments

AC9M5P01 **THE ANSWER KEY**
If 'not equally likely' is the answer, what might the question be? Think of 10 possibilities.

AC9M5P01 **THE BRAINSTORMING KEY**
Brainstorm all the real life situations where you have a 50% chance of an outcome happening

AC9M5P01 **THE VARIATIONS KEY**
You create a spinner where you have a 75% chance of landing on red. What might the spinner look like? Think of 5 variations.

AC9M5P01 **THE CONSTRUCTION KEY**

AC9M5P01 **THE INTERPRETATIONS KEY**

LOOKING FOR AN ENGAGING WAY TO TEACH CONDUCTING REPEATED CHANCE EXPERIMENTS WITH AND WITHOUT EQUALLY LIKELY OUTCOMES?



NO planning required for
outcome **AC9M5P02**



No prep, just print and go!



Aligns perfectly to the **Year 5
Statistics and Probability Test
Pack**



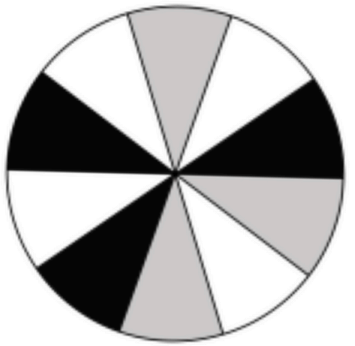

AC9M5P02

**UNDERSTANDING
CHANCE EXPERIMENTS**

MATHS match
SORTING MATS

Cut out the Maths Match problem cards, then sort them into 2 piles, according to whether the outcomes of the chance experiment are equally likely or not.

EQUALLY LIKELY	NOT EQUALLY LIKELY



Cut out the Maths Match problem cards, then sort them into 2 piles, according to whether the outcomes of the chance experiment are equally likely or not.

EQUALLY LIKELY	NOT EQUALLY LIKELY

INCLUDES ALL THESE AND MORE!

AC9M5P02

DESCRIBING PROBABILITY

maths MAZE

For each question, calculate the probability of the event occurring with a six-sided die. In the maze, each answer will lead you to the next problem. For each answer, colour your way from start to finish, recording the letter sequence below.

START

A Rolling a 3 $\frac{1}{6}$

B Rolling a 4 $\frac{4}{6}$

C Rolling an odd number $\frac{1}{2}$

D Rolling an even number $\frac{1}{2}$

E Rolling a number < 6 $\frac{5}{6}$

F Rolling a number > 5 $\frac{1}{6}$

G Rolling a number < 6 $\frac{5}{6}$

H Rolling a number > 5 $\frac{1}{6}$

I Rolling a number < 6 $\frac{5}{6}$

J Rolling a number > 5 $\frac{1}{6}$

FINISH

A

AC9M5P02

COMPARING POSSIBLE OUTCOMES

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.

Spinner A Spinner B

TRUE	FALSE

AC9M5P02

EQUALLY & NOT EQUALLY LIKELY OUTCOMES

MATHS match

A

C

E

AC9M5P02

CONDUCTING CHANCE EXPERIMENTS

SUPER sort

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SPINNER WITH EQUALLY LIKELY OUTCOMES

APPLY GLUE HERE

What results do you expect from this experiment? Why?

Experiment results:

BLACK	WHITE

Did your results match your expectations? Why/why not? _____

SPINNER WITHOUT EQUALLY LIKELY OUTCOMES

APPLY GLUE HERE

What results do you expect from this experiment? Why?

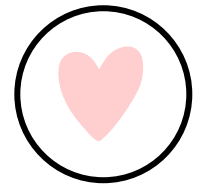
Experiment results:

BLACK	WHITE

Did your results match your expectations? Why/why not? _____

CONTENTS

What's included in this pack?

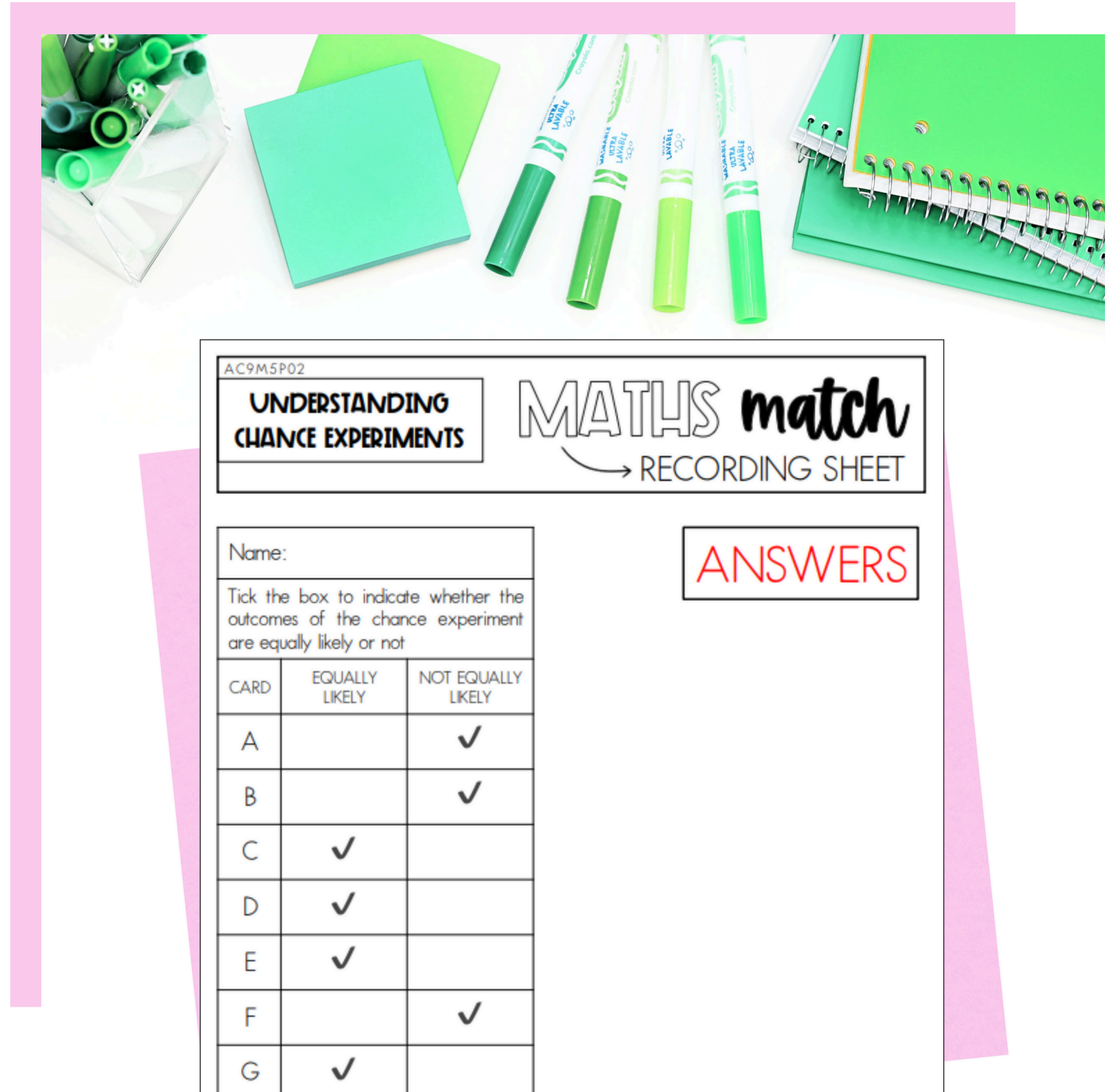


SIX engaging activities for the outcome **AC9M5P02**:

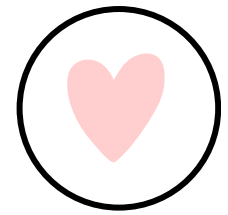
- + True or False
- + Maths Match
- + Super Sort
- + Maths Maze
- + Would You Rather?
- + Thinker's Keys



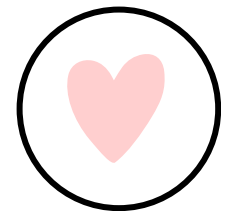
Answer Key for teachers



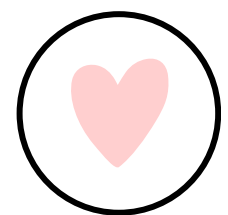
HOW YOU CAN USE THIS RESOURCE



Simply print the activities and distribute them to students — **no prep required**



Assign tasks according to students' abilities, from easy to challenging, to build understanding progressively



Use alongside with Year 5 Statistics & Probability Test Pack to **reinforce learning and track student progress**



AC9M5P02

COMPARING POSSIBLE OUTCOMES

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.

Spinner A  Spinner B 

TRUE	FALSE

If you use spinner B, you'll be more likely to land on black than if you use spinner A. **A**

Spinner A and Spinner B give you the same chance of landing on black. **B**

LOOKING FOR MORE?



Say goodbye to assessment stress with the **Year 5 Statistics & Probability Test Pack!** Ready-to-go pre and post-tests, easy tracking spreadsheets, and full V9.0 curriculum alignment make planning a breeze and learning a blast for your students!

YEAR 5

STATISTICS & PROBABILITY TEST PACK

THE SYDNEY TEACHER

The image shows two sample pages from the test pack. The left page is titled 'STATISTICS' and includes a 'PRE TEST' section with a table for 'Homework should be banned' and a pie chart. The right page is titled 'PROBABILITY' and includes a 'POST TEST' section with questions about chance experiments involving a 6-sided die and a spinner.

10 PRINTABLE TESTS