Overview of Chance

	1.0	2.0	3.0	4.0	5.0	6.0
Recognising Uncertainty	• recognise and respond to unpredictability and variability in events	• identify outcomes of simple chance events, such as the rolling of a die	• appreciate concept of fairness of chance games	• appreciate both long-term predictability and short-term variation		• classify events as dependent or independent • find and interpret expected value e.g. of gain or loss
Describing and Quantifying Chance	• use terms such as sometimes, always and never to describe events	• use terms such as certain, likely, unlikely and impossible to describe the likelihood of events	• qualitative comparison of likelihood (eg recognise chance of red from spinner depends on amount of red & equal amounts of red and blue give equal chance)	• quantify simple probabilities as fractions and decimals between 0 and 1 • calculate theoretical probabilities using symmetry etc	• use tree diagrams to list outcomes and calculate probabilities	• calculate probabilities for complementary, mutually exclusive, compound, dependent and independent events, using lists, tree diagrams, venn diagrams, two-way tables
Chance experiments	• play games with random elements (e.g. dice)	• use spinners and dice in simple chance experiments	• plan and conduct chance experiments	• design simulations for simple chance events	• generate random numbers e.g. for simulations	• estimate probabilities from surveys, experiments, samples and simulations
	1.0	**2.0**	**3.0**	**4.0**	**5.0**	**6.0**