YC/PL/2/0516 KS3/KS4, Lesson Plan

Probability & Luck?

60 - 120 minutes (approx.)

Overview

This lesson is part of the YGAM 'In The Know' programme section 2, 'Probability & Luck', offering students an initial look at the idea of mathematics, odds and luck associated with different forms of gambling. This lesson plan relates to challenge 2.4

Learning Objectives: To introduce Probability & Luck:



Learning Outcomes

- 1. I can offer a personal definition of 'luck'.
- 2. I can understand the main rules of probability.
- 3. I can weigh up the odds associated with different forms of gambling.
- 4. I can research information and presentation appropriately.

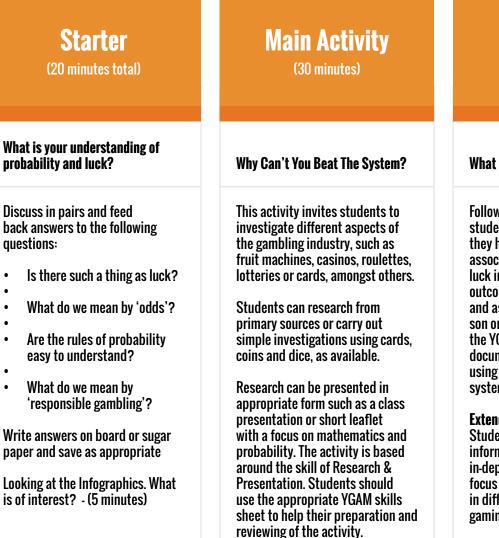
Resources

- 1. Power-point presentation on 'Probability & Luck'.
- 2. Infographics on 'Probability & Luck'.
- 3. Downloadable information sheets with facts and figures.
- 4. 'Probability & Luck' guidance notes and downloadable support materials.





Probability & Luck?



Plenary (10 minutes)

What have we learned?

Following the lesson, ask the students to feed back on what they have learned about the risks associated with probability and luck in gambling. Use the learning outcomes as above to measure and assess the impact of the lesson on the students. You can use the YGAM self/peer assessment documents or grade them yourself using our progression grading system.

Extended Learning

Students could be asked to share information and to produce a more in-depth research paper, with a focus on the comparative risks in different forms of gambling or gaming.

Teacher's Note

This is an excellent opportunity to liaise with the Mathematics department to support work on probability at either KS3 or KS4. Students do not need to be prolific at Mathematics, merely interested in how the ideas of chance and luck are linked to numbers and gambling and/or gaming. This is not a Mathematics test and this should be stressed to students who may be concerned.



