### YC/PL/18/1217 KS3/KS4, Lesson Plan

## **Probability & Luck**

60 - 120 minutes (approx.)

### Overview: 2.5

Find out how gambling works and discuss as a group how it can be so popular. What are the key issues faced by young people with regard to the probability of their winning. Record your group findings on a grid and share with others. This lesson plan relates to challenge 2.5.

### Learning Objectives: To introduce probability & luck in gambling

$\bullet$	To understand the function of gambling.
$\bigcirc$	To learn the rules of probability when applied to gambling.
$\bigcirc$	To investigate different odds for different areas of gambling.
lacksquare	To investigate if there are systems for beating the odds.

### **Learning Outcomes**

- 1. I can offer a personal definition of gambling.
- 2. I can understand the main rules of probability in the gambling industry.
- 3. I can weigh up the odds associated with different forms of gambling.
- 4. I can research information on odds and present this 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**



(10 minutes)

Identify as group different kinds of gambling activities and products. These could include lotteries, scratch cards, bingo, betting shops and casinos as well as on-line betting services. List all of these in an appropriate way.

### **Main Activity**

(40 minutes+)

### What are the odds?

Students should select different gambling activities or products and research how they work and how the odds work with regard to the players and the gambling companies. Is any form of gambling safer or more responsible and what lessons should we take from our investigation? Present your findings to your group as a power point or written report.

Findings from the discussion should be recorded in an appropriate format and shared. Students can use the skills sheet for Research & Presentation as appropriate. Students should use the appropriate skills sheet and complete the preparation and review sections to support this activity fully. Plenary (10 minutes)

### What have we learned?

As a group, discuss whether your attitudes about gambling have changed as a result of this activity. What would you tell other people about your findings?

#### **Extension Task**

Discuss your findings about gambling with family and friends and discover their attitudes towards gambling in society.



