

Level: 4**Strand:** Chance and Data **Substrand:** Understand Chance**Making a Probability Device**

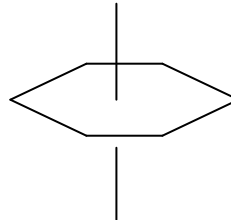
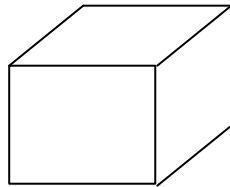
When you have two equally likely events you can toss a coin. If you have six equally likely events you can roll a die. But what would you use if you had 5 equally likely events?

Design a probability device that shows five equally likely events.

Design a spinner, which has two possibilities, A or B but make it so A is twice as likely to come up as B.

Now a challenge

Design a spinner which has the colours red green, blue and black. Make it so red is twice as likely as blue and green twice as likely as red and black equally likely as red.



Reflection

What did you do well in this activity?

What could have you improved?

What new things have you learnt?