

The language of “if ... then”, “given”, “of”, “knowing that”...

use the language of “if ... then”, “given”, “of”, “knowing that” to describe and interpret situations involving conditional probability

Learning intention

- use the language of “if ... then”, “given”, “of”, “knowing that” to describe and interpret situations involving conditional probability

Teach and model

- using two-way tables and Venn diagrams to understand conditional statements using the language of “if ... then ...”, “given”, “of”, “knowing that” and identifying common...
- using arrays and tree diagrams to represent, interpret and compare probabilities of dependent and independent events
- investigating how conditional probability is used in natural language processing tasks like text or image generation, language translation, data augmentation and...

Check understanding

- Explain the main idea in the language of “if ... then”, “given”, “of”, “knowing that”... using an example.
- Show the idea in a second way: with words, a model, a diagram or symbols.
- Apply the idea to a short unfamiliar situation and justify the result.

Teaching cautions

- Ask the student to explain their choice, not only state an answer.
- Check that key vocabulary is understood in a new example.
- Mix representations so the skill is transferred rather than copied.

Quick lesson sequence

- Connect to prior knowledge and introduce the key vocabulary.
- Model one clear example, then solve a second example together.
- Finish with an independent check and a short student explanation.