

# That probabilities lie on numerical scales of 0 - 1...

recognise that probabilities lie on numerical scales of 0 - 1 or 0% - 100% and use estimation to assign probabilities that events occur in a given context, using common fractions, percentages and decimals

## Learning intention

- recognise that probabilities lie on numerical scales of 0 - 1 or 0% - 100% and use estimation to assign probabilities that events occur in a given context, using common...

## Teach and model

- recognising that the probability of an event occurring can be represented numerically as either a number ranging from zero to one or a percentage from 0% to 100% where zero...
- using a scale of zero to one or 0% to 100% to estimate chances of events
- listing the different possible outcomes for rolling a dice and using a scale to locate the relative probability by considering the chance of more or less than for each...

## Check understanding

- Explain the main idea in that probabilities lie on numerical scales of 0 - 1... 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.