

### APPENDIX 3: Sequence of module activities with indicative timings (in minutes)

LESSON and PART	TIME
LESSON 1: <i>What do you know about probability?</i>	<u>50</u>
PART 1: <i>Spot the probability words</i>	10
PART 2: <i>Share what you know about dice</i>	15
PART 3: <i>Rate the chance of dice events</i>	25
LESSON 2: <i>The game of 'Fives'</i>	<u>50</u>
PART 1: <i>Learn to play 'Fives'</i>	25
PART 2: <i>Play a game of 'Fives'</i>	
PART 3: <i>Review 'Fives' results</i>	
PART 4: <i>Think about 'Fives' probabilities</i>	25
LESSON 3: <i>Tools for thinking about probability</i>	<u>50</u>
PART 1: <i>Summarise key ideas</i>	15
PART 2: <i>Adapt key ideas</i>	
PART 3: <i>Dodecahedral die</i>	25
PART 4: <i>Design your own probability scale</i>	10
HOMEWORK: <i>How well can you explain probability?</i>	
PROBLEM 1: <i>Transatlantic roulette</i>	
PROBLEM 2: <i>Lucky numbers?</i>	
PROBLEM 3: <i>Hubcap spin</i>	

LESSON and PART	TIME
LESSON 4: <i>A brief history of probability</i>	<u>50</u>
PART 1: <i>Knucklebone chances</i>	20
PART 2: <i>The beginnings of probability</i>	30
PART 3: <i>... at least one Head in two flips of a coin</i>	
PART 4: <i>... two Heads in two flips of a coin</i>	
LESSON 5 (OPTIONAL): <i>The earlobe lottery</i>	<u>40</u>
PART 1: <i>From coins to genes</i>	5
PART 2: <i>The facts of earlobe life</i>	10
PART 3: <i>The spin on earlobes</i>	
PART 4: <i>Earlobe problems to pierce</i>	25
LESSON 6: <i>Chance combinations</i>	<u>40</u>
PART 1: <i>Coin and die</i>	10
PART 2: <i>Two dice</i>	20
PART 3: <i>Two-dice bingo</i>	10
LESSON 7: <i>Climate chance</i>	<u>40</u>
PART 1: <i>Penguin probability</i>	20
PART 2: <i>Icesheet impact</i>	20