

Year Three	Term 1	Term 2	Term 3	Term 4
Longitudinal	<p>Using Random Name Generator (CensusAtSchool)</p> <p>There are many forms of random name generators utilised in classrooms across the curriculum. This provides many opportunities to make use of this lesson. It is a lesson that can be as small or as large as you would like to make it. We suggest that you teach this lesson as one larger lesson early in the year, it can then be used as an ongoing classroom activity to reinforce language and key vocabulary.</p>			
Focus lessons	<p>Human Slot Machine (CensusAtSchool)</p> <p>Ākonga will take turns playing a chance-based game that incorporates key vocabulary while anticipating outcomes. This game is intended as two lessons for Year 3 ākonga. The first lesson involves the creation of a pictorial tree diagram, and the second lesson involves exploring visual representations of chance-based data.</p>	<p>Crazy Animals (CensusAtSchool)</p> <p>This chance-based investigation explores possible combinations through an animal drawing activity. Students will draw different animal heads, bodies, and tails/legs, then experiment with various combinations to create new animals, discovering all possibilities. This activity offers the opportunity to create patterns when exploring possible outcomes and numerous opportunities for extension.</p>	<p>Whano whano (CensusAtSchool)</p> <p>This lesson explores a chance based game that is commonly played in schools, inviting ākonga to think mathematically about this game. This activity invites ākoonga to create their own versions of this game and explore probability in their own creations.</p>	<p>That's not fair (Created by NZMaths)</p> <p>In this unit we play probability games and learn about sample space and a sense of fairness. or Cube and spinner Challenges (Created by NZMaths)</p> <p>In this unit we play several games based on coloured cubes and spinners. The purpose is to investigate chance and think about the concept of a fair game.</p>
Suggested books and digital tools to support oral language and vocabulary development.	<p>The Vile Vendor The vile vendor serves vile drinks. This is a digital tool that asks a question and asks ākonga to think about whether that is impossible, unlikely, equal, likely or certain.</p> <p>That's a possibility - Bruce Goldstone. This book is full of the language of probability presented with easy to relate to bright coloured real life contexts. This book is available from the National Library of New Zealand. This is a teacher text to prompt and promote regular thinking and discussion about probability.</p>			
Vocab	<p>Probability Investigations Data visualisations, possible outcomes, variation in outcomes, predict</p> <p>Words to Describe Probability Certain, uncertain, likely, unlikely, possible, impossible, chance</p> <p>Critical Thinking in Probability Explain and question statements about chance-based situations with reference to data</p>			