



Recommended P1 / Grade 1 Curriculum Framework

Content: MATHEMATICS – P1 / Grade 1						
Topic: Probability (Week 36)						
Content (What do your students need to KNOW?)	Demonstrators (What do your students need to be able to DO?)	Assessment (How will you assess what your students ALREADY KNOW, and assess WHAT THEY'VE LEARNED?)	Activities (HOW will you teach it?)	Resources (What MATERIALS will you need?)	Differentiation (How will you reach the DIVERSITY of learners?)	Literacy Connection (How will you use READING and WRITING with this material?)
<p>CONCEPTS-Students will describe properties of, define, give examples of, and apply to both real-world and mathematical situations: MA-E-3.1.2 Probability of an unlikely event (near zero) and likely event (near one)</p> <p>SKILLS-Students will perform mathematical operations and procedures accurately and efficiently, explain how the skills work in real-world or mathematical situations, and are able to: MA-E-3.2.7 Generate all possible outcomes in simple probability activities MA-E-3.2.8 Determine the fairness of games using simple probability activities</p>	<p>AE 2.13 Students understand and appropriately use statistics and probability.</p> <p>POS-M-P-PS-7 Students will explore chance as illustrated in games and experiences.</p> <p>POS-M-P-PS-10 Students will compare chance (probability) as two separate events (e.g., likely/unlikely outcomes).</p> <p>CA Students will conduct simple probability experiments.</p> <p>CA Students will explore combinations (e.g., If you have three shirts and two pairs of pants, how many different outfits can you make?)</p>					



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