



Knowledge Rich Curriculum Plan

Year 10 Intermediate – Probability



Lesson	Intended Knowledge:	Tiered Vocabulary	Prior Knowledge:	Steps to Success:	Feedback
To learn how to complete probability tables and find expected frequency.	 Students will know how to calculate a missing probability from a list or table. Students will know how to calculate two equal missing probabilities from a list or table. Students will know how to use relative frequency to estimate the number of times an event will occur, for both experimental and theoretical probabilities. Students will know how to use the 'OR' rule to determine the probability of one or more outcomes and will know how to use this to find an estimate for the number of times an event occurs. Opportunity for challenge: Students will know how to calculate a missing probability from a list or table where algebra is used or the probability of one event is two/three times the probability of another. 	Probability - the extent to which an event is likely to occur Expected Frequency — the number of times an event may occur on average given a number of attempts	Students need to know how to find the probability of an event. Students need to know how to add decimals. Students need to know how to subtract a decimal from 1.	Steps to Success - Probabilities tables Step 1: Add up all the given probabilities. Step 2: Subtract your total probability from1. Steps to Success - Expected Frequency Step 1: Highlight the probability of the event you need. Step 2: Multiply this probability to the number of trials given in the question.	
To learn how to list all the outcomes for events and use the product rule for counting.	Students will know how to list all the outcomes for events systematically. Students will know how to list all the outcomes for an event and use their list to find the probabilities of certain events. Students will know how to determine the number of possible outcomes for an event using the product rule for counting. Students will know how to solve problems involving the use of the product rule for counting.	Systematically – to approach a problem in a methodical, organized and logical way by following a clear pattern Sample space – a way to organise all possible outcomes of an event Product –the result of multiplication	Students need to know how to complete and use a sample space diagram to find probabilities.	Steps to Success – Listing Outcomes Step 1: Record all the outcomes for one of the objects. In the example of a single dice this would be 1,2,3,4,5 and 6. Step 2: With each outcome for the first object, record one of the outcomes for the second object. If the second item was a coin, then the example outcomes could now say 1H, 2H, 3H, 4H, 5H and 6H. Step 3: Repeat the list of outcomes for all the alternative outcomes from the second object.	
To learn how to draw, complete and use two-way tables.	Students will know how to complete a two-way table with a given list of information. Students will know how to design and complete a two-way table from a given list of information. Students will know how to calculate probabilities from a two-way table.	Two-Way Table — a way to display frequencies for two categorical variables Cultural capital	Students need to know how to add and subtract using the column method. Students need to know how to find the probability of an event.	Steps to Success – Two-way tables Step 1: Fill in any information that you know, some information may already be completed for you. Step 2: Complete calculations (addition/subtraction) to find the missing values. Target a row or column that has only one gap. Step 3: Check that all the rows and columns add to the correct totals. You may only need to check the total row and column for this. Step 4: If needed find the probability of the event using the formula: Probability of an event happening = Number of ways it can happen Total number of outcomes	
To learn how to complete and use frequency trees.	Students will know how to complete a partially completed frequency tree. Students will know how to fill in and complete a frequency tree with a given list of information. Students will know how to calculate probabilities from a frequency tree.	Frequency Tree — a diagram used to show how a group of people/things can be broken up into certain categories Cultural capital	Students need to know how to add and subtract using the column method. Students need to know how to find the probability of an event.	Steps to Success – Frequency trees Step 1: Fill in any information that you know, some information may already be completed for you. Step 2: Complete calculations (addition/subtraction) to find the missing values. Target a branch that has only one gap. Step 3: Check that the final numbers in each branch add to the same value as the beginning of the frequency tree. Step 4: If needed find the probability of the event using the formula: Probability of an event happening = Number of ways it can happen Total number of outcomes	



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To learn how to draw, complete and use a probability tree diagram for independent events.	 Students will know how to show given information on a probability tree diagram. Students will know that each set of branches add to 1. Students will know construct a probability tree for two events. Students will know how to write missing probabilities on a probability using both decimals and fractions. Students will know how to use a probability tree diagram to find the outcome of two independent events. Students will know how to use a probability tree diagram to calculate the probability when more than one possible outcome needed. Students will understand how and why the outcome of one event can 	Independent – not subject to control by anything else Independent Events – when the occurrence of one event does not affect the chances of the occurrence of the other event Cultural capital	Students will need to know how to multiply decimals and fractions. Students need to	Steps to Success – Probability trees for independent events Step 1: Draw your first branches, you need as many lines as there are outcomes for the event. Step 2: Write each of the different outcomes at the end of each of the branches. Step 3: Write the probabilities for each outcome on each of the branches. Remember the probabilities of all outcomes should add up to 1. Step 4: Draw out the branches for the next event and assign the probabilities in the same way. Step 5: Identify the outcome you want to find the probability of and list all the possible ways that the outcome can be achieved. Step 6: Calculate the probability for each way that it can be achieved by multiplying the probabilities on the branches. Step 7: If there was more than one way of achieving the outcome then add all the probabilities together once you have calculated them. Steps to Success – Probability trees for dependent events	recuback	
draw, complete and use a tree diagram for dependent events.	 Students will understand how and why the outcome of one event can impact the outcome of a subsequent event. Students will know how to construct probability trees for dependent events Students will know how to complete probability trees for dependent events Students will know how to use a probability tree diagram to find the outcome of two dependent events. Students will know how to use a probability tree diagram to calculate the probability when more than one possible outcome needed. 	determined by Conditional/ Dependent Events — events whose outcomes rely on that of another event Mutually exclusive — mutually exclusive events are events that cannot happen at the same time, for example turning left and turning right are mutually exclusive events (you can't do both at the same time)	Students need to know how to use independent probability tree diagrams to find probabilities.	Step 1: Draw your first branches, you need as many lines as there are outcomes for the event. Step 2: Write each of the different outcomes at the end of each of the branches. Step 3: Write the probabilities for each outcome on the first set of branches. Remember the probabilities of all outcomes should add up to 1. Step 4: Draw out the branches for the next event and assign the probabilities taking into account the changes that have happened from the first event. Step 5: Identify the outcome you want to find the probability of and list all the possible ways that the outcome can be achieved. Step 6: Calculate the probability for each way that it can be achieved by multiplying the probabilities on the branches. Step 7: If there was more than one way of achieving the outcome then add all the probabilities together once you have calculated them.		
To learn how to complete and use a Venn diagram.	 Students will know how to complete a partially completed Venn diagram Students will know how to put information into a Venn diagram from a list of information. Students will know how to use a Venn diagram to find the probability of an event. 	Venn Diagram - a diagram representing mathematical or logical sets as circles within an enclosing rectangle (the universal set), common elements of the sets being represented by intersections of the circles. Intersection – A point, area or line that is common to two or more things. For a Venn diagram the	Students need to know how to sort simple information into a Venn diagram.	Steps to Success – Venn diagrams Step 1: Read the information carefully. Slightly different wording can change the entire question. Step 2: Start with filling in the overlap first. Step 3: Fill in the over parts of the circles. Be careful as you may need to subtract the value in the overlap away from the totals for the circle. Step 4: Find the value for the outside of the circles. You may need to add the values of the circles together and subtract them from the total amount given in the question.		



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		intersection is the overlap between the two circles Cultural capital				
Exam Preparation 13						