

## Instructional Outline

- a. Would you be willing to risk your valuable item if you could win the prize by rolling a 6 on one roll of a die? If you do not roll a 6 you lose the item and do not win the prize.
  - b. Would you be willing to risk your valuable item if you could win the prize by rolling a 1 or 6 on one roll of a die? If you do not roll a 1 or 6 you lose the item and do not win the prize.
  - c. Would you be willing to risk your valuable item if you could win the prize by rolling an even number on one roll of a die? If you do not roll an even number you lose the item and do not win the prize.
- b. Would you be willing to risk

- Data from the results of an experiment can be used to predict the theoretical probability of an event and to compare and interpret
- Inductively and deductively reason and use logic to explore, make connections, predict, analyze, generalize, and make conclusions
- Develop and apply mental math strategies and estimate amounts and outcomes
- Develop, construct, and apply mathematical understanding through play, inquiry, and problem solving
- Engage in problem-solving experiences that are connected to place, story, and cultural practices relevant to the local community
- Visualize and describe the mathematical concepts
- Explore, apply, and connect concepts to each other, to other disciplines, and to the real world
- Use mathematical arguments to support personal choices and anticipate consequences