

Data & Chance: Ask, Record, Predict

Pose simple questions, represent data and describe likely/unlikely outcomes in everyday contexts.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Pose simple questions, represent data and describe likely/unlikely outcomes in everyday contexts.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 Data answers questions we ask.

2 A graph should match the recorded data.

3 Chance language includes certain, likely, unlikely and impossible.

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Read a picture graph and find the most common category.

Write a question that could be answered by class data.

Create a tally for five observations.

Classify events as certain/likely/unlikely/impossible.

Compare a prediction with actual results from ten coin-like trials using a safe classroom spinner/coin.

Try it beyond the page

Real-world / hands-on connection

Collect a tiny non-personal dataset such as favourite fruit pictures among toy cards or weather symbols across days.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Design a picture graph and write two evidence-based statements about it.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. What should a graph help answer?

2. Is rolling a 7 on a standard six-sided die possible?

3. Can predicted and actual chance results differ?

Quick review

1. In one sentence, explain the big idea of “Data & Chance: Ask, Record, Predict”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

A question about the data.

2. Suggested response

No/impossible.

3. Suggested response

Yes.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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