

CARMEL DIEZMANN · LINDY SUGARS

data and chance

MATHEMATICS FOR YOUNG MINDS

Sample Activities

Showing Shapes

Children create and describe a table of randomly drawn shapes.

Blackline Master 17 (page 81)

Cloth bags (1 for each group of students)

Counters

Pattern block squares and triangles

Color pencils



Preparation

- Give each group of four children a copy of Blackline Master 17, counters and the pattern blocks in a bag, and a collection of color pencils.



Activity



Guide the children – working in their groups – to take turns to:

1. write their name in the first column
2. without looking select a block or counter from the bag
3. close their eyes and choose a color pencil
4. trace around the shape in the “First Draw” column next to their name
5. return the block or counter to the bag
6. color the shape with their chosen pencil.

When each child has had one turn, confirm successful completion then have the children repeat the process for the “Second Draw” column.

When the tables are completed ask the children to think of one fact the table shows that they can share with the class. Model this for the children by providing examples for each group’s table, such as: **In this group (Anna) drew a square both times. In the first draw on this table there were three red shapes. This table has two triangles in the first draw and two in the second.**

Have each group in turn display their table and have each child say their fact. Ask the class to suggest others. To conclude, lead a discussion about how tables are a good way to show a lot of different information in a small space.

My Three Wishes

Children collect, record, and use data on a table.

Blackline Master 18 (page 82)



Preparation

- Provide each child with a copy of Blackline Master 18.



Activity



Say, **Imagine you have found a magic lantern. The genie inside will grant three wishes but there is one condition. Before your wishes are granted you need to find out what two other children would wish for ... and they might have really good ideas!**

Allow the children time to think of three wish ideas, then have them discuss their ideas with a classmate.

Display the Blackline Master and say, **Show the wish ideas on this table.** Read and discuss the table headings as a class. Ask, **Where will you write your partner's name? Where will you write or draw their wishes?** Guide children to record their classmate's name and write or draw wish ideas. Then have children repeat the process to collect and record another child's ideas.

Have several children explain their table data to the class. Ask, **Who did you ask for wish ideas? What did they say?** Have them share their own final wishes with the class. Ask, **Did you get ideas from anyone else?**