

5th Grade OTTW: Probability Fair

Authentic Problem/Connection to the Community

How can we use probability to create a successful carnival game?

Students learned how probability can guide the outcome of an event in a game or real world situation. Students planned, designed, and created a carnival game. They played their game, collected data, and decided where their game fell on a probability meter. Students then made revisions based on their data and peer critiques.

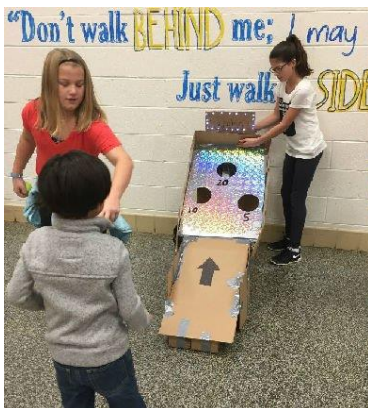
Connection to SOLs:

Math 5.14

- The student will make predictions and determine the probability of an outcome.
- Students should have opportunities to describe in informal terms (i.e., *impossible*, *unlikely*) the degree of likelihood of an event occurring.
- When a probability experiment has very few trials, the results can be misleading. The more times an experiment is done, the closer the experimental probability comes to the theoretical probability

Public Product:

The fifth graders held a Probability Fair during the school day and invited other grade levels to play their games. The Probability Fair will be open to the public for the OTTW Night at AES.



Scan this QR Code
to learn more!

