# Kindy to Year 2 Level

#### **STATISTICS & PROBABILITY**

Understanding		Fluency	Problem Solving	Reasoning
F	Understanding includes connecting names, numerals and quantities	<i>Fluency</i> includes readily counting numbers in sequences, continuing patterns	Problem Solving includes using materials to model authentic problems, sorting objects, using familiar counting sequences to solve unfamiliar problems, and discussing the reasonableness of the answer	Reasoning includes explaining comparisons of quantities, creating patterns
1	Understanding includes connecting names, numerals and quantities, and partitioning numbers in various ways	<i>Fluency</i> includes counting number in sequences readily forward and backwards and locating numbers on a line	Problem Solving includes using materials to model authentic problems, giving and receiving directions to unfamiliar places, and using familiar counting sequences to solve unfamiliar problems and discussing the reasonableness of the answer	<i>Reasoning</i> includes justifying representations of data, and explaining patterns that have been created
2	Understanding includes connecting number calculations with counting sequences, partitioning and combining numbers flexibly, identifying and describing the relationship between addition and subtraction and between multiplication and division	<i>Fluency</i> includes counting numbers in sequences readily and using the language of chance to describe outcomes of familiar chance events.	Problem Solving includes formulating problems from authentic situations, making models and using number sentences that represent problem situations	Reasoning includes using known facts to derive strategies for unfamiliar calculations, and creating and interpreting simple representations of data

What do I believe about statistics & probability and learning how to work with statistical & probability concepts?	Therefore, what do I need to do in my classroom? What do the children need? What equipment could I use?		
<ul> <li>how to work with statistical &amp; probability concepts?</li> <li>Link to everyday life</li> <li>Model simple display strategies for interpreting data (T-chart, Venn diagram, Bar graph)</li> <li>Ask questions to collect data</li> <li>Extreme probabilities – what would never happen.</li> <li>Continuing patterns</li> <li>Shared language.</li> <li>Real life situations</li> <li>Integrated with other LA's.</li> <li>Promotes analytical language.</li> <li>Classifying/sequencing/summarising are processes.</li> <li>Conclusions are reached, using a variety of methods of representations.</li> <li>Children can make predictions, interpret data and draw conclusions.</li> <li>Students need to have a bank of strategies to draw upon and to organise their information.</li> <li>Students need to be able to communicate their understanding – using terminology.</li> </ul>	<ul> <li>Concrete materials – charts, post it notes, poster board</li> <li>Technology</li> <li>Visual aids showing different data collection (books, posters)</li> <li>Explore the language eg language cards.</li> <li>Games (probability): dice, cards, timer, and spinners.</li> <li>Explore different ways to present the same data.</li> <li>Time to talk.</li> <li>Integrate into other learning areas.</li> <li>Need to learn to interpret graphs.</li> <li>Concrete materials.</li> <li>Make connections to real life e.g. Melbourne Cup, footy tipping.</li> <li>Risk-taking: taking chances.</li> <li>Predicting, collecting, organising, recording and interpreting data.</li> </ul>		

Understandin	g	Fluency	Pro	blem Solving	Reasoning	
Understanding in	Inderstanding includes connecting Fluency includes recalling		Prob	lem Solving includes formulating	Reasoning includes using generalising	
number representations with number multiplication facts and identifying		and r	modelling authentic situations	from number properties and results of		
sequences, partit	ioning and combining	and describing outcomes of chance	invol	ving planning methods of data	calculations, and creating and	
numbers flexibly,	representing unit	experiments	colle	collection and representation, and using interpreting variations in the results of		
fractions, using a	opropriate language to		numi	per properties to continue number	data collections and data displays	
communicate time	es, and identifying		patte	rns		
environmental syl	nmetry	o 9 probability and learning	The	refere what do I need to do	n my alagara am2 W/hat da tha	
what do I believe about statistics & probability and learning				I herefore, what do I heed to do in my classroom? What do the		
now to work w	vith statistical & p	robability concepts ?	cnii	aren neea? what equipment	could I use?	
<ul> <li>Shared lan</li> </ul>	Shared language.		>	<ul> <li>Explore the language eg language cards.</li> </ul>		
Real life sit	uations		$\succ$	Games (probability): dice, cards, timer, and spinners.		
Integrated	Integrated with other LA's.		Explore different ways to present the same data.			
<ul> <li>Promotes a</li> </ul>	Promotes analytical language.		Time to talk.			
Classifying	Classifying/sequencing/summarising are processes.		Integrate into other learning areas.			
That they u	That they understand ratios.		$\succ$	Need to learn to interpret graphs.		
Conclusion	s are reached, using a	variety of methods of representations.	$\succ$	<ul> <li>Concrete materials.</li> </ul>		
Children ca	Children can make predictions, interpret data and draw conclusions.		$\succ$	Make connections to real life e.g. Melbourne Cup, footy tipping.		
Students ne	Students need to have a bank of strategies to draw upon and to		$\succ$	<ul> <li>Risk-taking: taking chances.</li> </ul>		
organise th	organise their information.		$\succ$	Predicting, collecting, organising, recording and interpreting data.		
Students ne	Students need to be able to communicate their understanding – using		≻	Understanding of computer programmes and how to use them.		
terminology.						
Students ne	eed to be able to use te	chnology to represent data.				

Understanding Fluency		Fluency	Pro	olem Solving	Reasoning	
Understanding includes making Fluency includes recalling		Fluency includes recalling	Probl	lem Solving includes formulating,	Reasoning includes using generalising from number properties and results of	
numbers, partitioning and combining		sequences of simple fractions, and	situat	ions involving operations.	calculations, deriving strategies for	
numb	pers flexibly, extending place value	collecting and recording data	comp	paring large numbers with each	unfamiliar multiplication and division	
to de	cimals.		other	, and using properties of numbers	tasks, communicating information using	
			to co	ntinue patterns	graphical displays and evaluating the appropriateness of different displays	
What do I believe about statistics & probability and learning		The	Therefore, what do I need to do in my classroom? What do the			
how	to work with statistical & pr	obability concepts?	chile	dren need? What equipment	could I use?	
$\checkmark$	Shared language.		Explore the language, eg. Word Walls.			
$\triangleright$	Real life situations		$\triangleright$	Games (probability): dice, cards, timer, and spinners.		
$\triangleright$	Integrated with other Learning Areas.		Explore different ways to present the same data.			
$\triangleright$	Promotes analytical language.		Encourage structured reflection time.			
$\blacktriangleright$	Classifying/sequencing/summarising are processes.		Integrate into other learning areas.			
$\blacktriangleright$	That they understand ratios.		Teach the students to interpret graphs.			
$\blacktriangleright$	Conclusions are reached, using a variety of methods of representations.		Provide concrete materials.			
$\blacktriangleright$	Children can make predictions, interpret data and draw conclusions.		Make connections to real life e.g. Melbourne Cup, footy tipping.			
$\blacktriangleright$	Students need to have a bank of strategies to draw upon and to		Provide a supportive environment for risk-taking.			
	organise their information.		Conduct chance experiments and interpret results.			
$\blacktriangleright$	Students need to be able to communicate their understanding – using		Provide appropriate technologies.			
	terminology.					
$\succ$	Students need to be able to use technology to represent data.					
$\succ$	Involves predicting, collecting, orga	nising, recording and interpreting				
	data.					

Understanding		Fluency	Pro	blem Solving	Reasoning	
Understanding includes making Fluency inc		Fluency includes using estimation to	Prob	lem Solving includes formulating	Reasoning includes investigating	
connections between representations of check the reasonable		check the reasonableness of	and s	solving authentic problems using	strategies to perform calculations	
numb	ers, using fractions to represent	answers to calculations.	whole	e numbers and measurements and	efficiently, continuing patterns involving	
proba	bilities, comparing and ordering		creat	ing financial plans	fractions and decimals, interpreting	
tractio	ons and decimals and representing				results of chance experiments, posing	
them	in various ways				appropriate questions for data	
What	do I believe about statistics & pro	phability and learning how to work	Ther	efore what do I need to do in my o	classroom? What do the children	
with	statistical & probability concepts?		need	? What equipment could I use?		
$\triangleright$	Shared language.		$\checkmark$	Explore the language, eg. Word Wa	alls.	
$\triangleright$	Real life situations		$\triangleright$	Games (probability): dice, cards, timer, and spinners.		
$\triangleright$	Integrated with other Learning Areas.		$\blacktriangleright$	<ul> <li>Explore different ways to present the same data.</li> </ul>		
$\succ$	Promotes analytical language.		Encourage structured reflection time.			
$\triangleright$	Classifying/sequencing/summarising are processes.		Integrate into other learning areas.			
$\succ$	That they understand ratios.		Teach the students to interpret graphs.			
$\triangleright$	Conclusions are reached, using a variety of methods of representations.		Provide concrete materials.			
$\triangleright$	Children can make predictions, inte	erpret data and draw conclusions.	$\blacktriangleright$	Make connections to real life e.g. Melbourne Cup, footy tipping.		
$\succ$	Students need to have a bank of strategies to draw upon and to		$\blacktriangleright$	Provide a supportive environment for risk-taking.		
	organise their information.		$\blacktriangleright$	Conduct chance experiments and i	nterpret results.	
$\triangleright$	Students need to be able to communicate their understanding – using		Provide appropriate technologies.			
	terminology.					
$\triangleright$	Students need to be able to use teo	chnology to represent data.				
$\succ$	Involves predicting, collecting, orga	nising, recording and interpreting				
	data.					

Understanding		Fluency	Prol	olem Solving	Reasoning	
Understanding includes describing Fluency		Fluency includes representing	Problem Solving includes formulating		Reasoning includes explaining mental	
properties of different sets of numbers, i		integers on a number line,	and s	olving authentic problems using	strategies for performing calculations,	
using fractions ar	d decimals to	calculating simple percentages,	fracti	ons, decimals, percentages and	describing results for continuing number	
describe probabil	ities, representing	using brackets appropriately,	meas	surements and interpreting	sequences, and explaining why the	
fractions and dec	imals in various ways	converting between fractions and	seco	ndary data displays	actual results of chance experiments	
and describing co	nnections between	decimals, using operations with			may differ from expected results	
them, and making	j reasonable	fractions, decimals and percentages				
estimations	a about statistics 9 mm	and interpreting timetables	Ther	ofere what de linead te de in my	lessreem? What do the children	
with statistical 8	e about statistics & pr	obability and learning now to work	need	2 What equipment could Luse?	classroom? what do the children	
<ul> <li>Shared lan</li> </ul>	quade.	:	Þ	Explore the language, eq. Word Wa	alls.	
<ul> <li>Real life sit</li> </ul>	uations		>	Games (probability): dice cards timer and spinners		
	with other Learning Are		, D	<ul> <li>Evalues (probability): disc, salids, timer, and spinners.</li> <li>Evalues different ways to present the same data.</li> </ul>		
	integrated with other Learning Areas.		Explore different ways to present the same data.			
Promotes a	Promotes analytical language.		Encourage structured reflection time.			
Classifying	Classifying/sequencing/summarising are processes.		$\succ$	Integrate into other learning areas.		
That they u	That they understand ratios.		Teach the students to interpret graphs.			
Conclusion	Conclusions are reached, using a variety of methods of representations.		Provide concrete materials.			
Children ca	Children can make predictions, interpret data and draw conclusions.		≻	Make connections to real life e.g. Melbourne Cup, footy tipping.		
<ul> <li>Students n</li> </ul>	Students need to have a bank of strategies to draw upon and to		$\succ$	Provide a supportive environment for risk-taking.		
organise th	organise their information.		Conduct chance experiments and interpret results.			
<ul> <li>Students n</li> </ul>	Students need to be able to communicate their understanding – using		Provide appropriate technologies.			
terminolog	/.					
<ul> <li>Students n</li> </ul>	eed to be able to use te	chnology to represent data.				
Involves pr	edicting, collecting, orga	anising, recording and interpreting				
data.						