## Ontario

| Curriculum Expectations | Mathology Grade 2 Classroom Activity Kit | Mathology Little Books | Pearson Canada K-3 Mathematics Learning Progression |
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| Overall Expectation D3 Probability: describe probability in everyday situations and simple games. |  |  |  |
| D3.1 describe probability as a measure of the likelihood that an event will occur, using mathematical language | Below Grade: Intervention <br> 3: The Language of Chance <br> 4: More or Less Likely? | Above Grade: <br> - Chance (Activities 7, 8, 9) | Big Idea: Formulating questions, collecting data, and consolidating data in visual and graphical displays help us understand, predict, and interpret situations that involve uncertainty, variability, and randomness. |
| (i.e., impossible, unlikely, less likely, equally likely, more likely, certain) | 7: Likelihood of Events (D3.1) <br> 8: Conducting Experiments (D3.1, D3.2) |  | Using the Language of Chance to Describe and Predict Events <br> - Describes the likelihood of an event (e.g., impossible, unlikely, certain). (Activities 7, 8, 9; MED 2: 2) |
| D3.2 describe the probability that an event will occur (e.g., getting heads when tossing a coin, landing on red when spinning a spinner), through investigation with simple games and probability experiments and using mathematical | 9: Probability and Chance <br> Consolidation <br> (D3.1, D3.2) <br> On Grade: Math Every Day <br> Card 2: <br> What's in the Bag? <br> (D3.1, D3.2) <br> Word of the Day <br> (D3.1) |  | - Makes predictions based on the question, context, and data presented. (Activities 8, 9; MED 2: 1) <br> - Compares the likelihood of two events (e.g., more likely, less likely, equally likely). (Activities 7, 8, 9; MED 2: 2) <br> - Predicts the likelihood of an outcome in simple probability experiments or games. (Activities 8, 9; MED 2: 1) |

## British Columbia/Yukon Territories

| Learning Standards | Mathology Grade 2 Classroom Activity Kit | Mathology Little Books | Pearson Canada K-3 Mathematics Learning Progression |
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| Big Idea <br> Concrete items can be represented, compared, and interpreted pictorially in graphs. |  |  |  |
| D2 Likelihood of familiar life events using comparative language <br> - D2.1 using comparative | Below Grade: Intervention <br> 3: The Language of Chance <br> 4: More or Less Likely? | Above Grade: <br> - Chance <br> (Activities 7, 8, 9) | Big Idea: Formulating questions, collecting data, and consolidating data in visual and graphical displays help us understand, predict, and interpret situations that involve uncertainty, variability, and randomness. |
| language (e.g., certain, uncertain; more, less, or equally likely) | 7: Likelihood of Events <br> (D2.1) <br> 8: Conducting Experiments <br> 9: Probability and Chance Consolidation <br> On Grade: Math Every Day Card 2: <br> What's in the Bag? <br> Word of the Day <br> (D2.1) |  | Using the Language of Chance to Describe and Predict Events <br> - Describes the likelihood of an event (e.g., impossible, unlikely, certain). (Activities 7, 8, 9; MED 2: 2) <br> - Makes predictions based on the question, context, and data presented. (Activities 8, 9; MED 2: 1) <br> - Compares the likelihood of two events (e.g., more likely, less likely, equally likely). (Activities 7, 8, 9; MED 2: 2) <br> - Predicts the likelihood of an outcome in simple probability experiments or games. (Activities 8, 9; MED 2: 1) |

