

Make a Gumnut Chance Spinner (Cut & Spin)

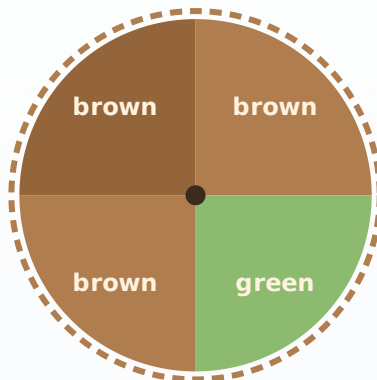
A make-it chance spinner for C6 chance lessons. Students cut out a spinner divided into coloured sections and make a pointer, then spin repeatedly to run a chance experiment and tally results. Includes teacher notes and prediction tasks. Printable.



"Make a spinner and test your chance ideas!" says Ollie. Cut out the spinner and the arrow, then push a split-pin through the arrow and the centre so it spins.

For the teacher. Print on card. Children cut out the circle and the arrow, then fasten the arrow at the centre with a split-pin (flick it to spin). This spinner has 3 brown sections and 1 green — so brown is more likely. Use it to predict, then run 20 spins and compare.

Cut out the spinner



Cut out the arrow



Predict, then test

1. Which colour is the spinner most likely to land on? _____ Why?

2. Predict: out of 20 spins, how many will be brown? _____

3. Spin 20 times and tally.

Colour	Tally
Brown	
Green	

4. Did your results match your prediction? Why might another go give different numbers?

"Predict, test, and notice how results wobble. That's real science thinking. Hoo!" — Ollie