

# WHAT ARE THE ODDS?



## The Hands-On Risk and Probability Show

**What are the chances of winning the lottery?**

**Is your football team's place in the league tables down to luck or to skill?**

**If a 95% accurate lie detector test says you are guilty, what is the chance you might be innocent?**

*What Are the Odds?: the Hands-On Risk and Probability Show* enables Key Stage 2-5 students to explore real-world examples of probability in action through interactive presentations and *Who Wants to be a Mathionaire?* game-show workshops.

Discover how mathematics can help to make sense of the real world in situations involving luck, chance, risk and probability.

**How it works:** The Hands-On Risk and Probability Show is suitable for Key Stages 2-5. It consists of an initial 60-minute interactive presentation to the full group of students who will take part during the day. Students then return in groups of up to 80 at a time to participate in the highly interactive *Who Wants to Be a Mathionaire?* game-show workshop sessions, using hand-held voting technology to participate in a series of challenges exploring probability and statistics. Each *Who Wants to Be a Mathionaire?* workshop session lasts around 50-60 minutes. The workshop can be repeated a maximum of

5 times (full day - twice in a half-day) until all students have taken part.

**Venue required:** We can set up the presentation and workshop activities in your large hall, theatre, or similar, which must have chairs for all students involved to be seated comfortably and be available all day.

**Cost and booking:** The cost for the Risk and Probability Show is £595 for a full day or £415 for a half-day event (plus travel costs). To make a provisional booking return the form overleaf, see [www.mmp.maths.org/risk](http://www.mmp.maths.org/risk) or email Nadia Baker at [risk@maths.org](mailto:risk@maths.org) for further information.

**"I think risk, probability, and statistics are some of the most important and relevant areas of mathematics. The use of technology and hands-on activities help to inspire and excite students in understanding the link between classroom mathematics and the real world. And it's fun!"**

*Professor David Spiegelhalter, University of Cambridge*

**Teacher feedback:** 'Complemented and went beyond the material covered in maths lessons.'  
'An excellent way to demonstrate that mathematics is interesting, fun, useful and definitely worth studying.'

'Students were engaged and enthusiastic'

'A brilliant, entertaining and challenging session'



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