

Detailed planning of the lesson

Focus	Social forms / Methods	Materials / Media	Learning process
Lessons 1-2			
Experimenting with dice Exploring probabilities	Learning stations	M1 Paper and pencil Dice of different shapes	Pupils... ...know how to calculate the probability of any specific outcome when rolling a balanced die. ...are familiar with the concept of probability.
Lesson 3-4			
Creating a die	Project-based learning	M2 & M3 Tablets or computer Paper and pencil Makerspace	Pupils... ...know the vocabulary of solids: polyhedron, vertex, edge, face. ...can count the edges, vertices and faces of a solid. ...are able to calculate the volume, lateral area and total area of a solid. ...are able to use dynamic geometry software to visualise solids and make their nets.
Lesson 5 (optional)			
Inventing a game Drawing up the rules of the game	Individual work	M2 Paper and pencil Tablets	Pupils... ...are able to design games of their own creation. ...are able to write rules faithfully reproducing the writing style characteristic of game instructions.