

### Compos: Learning Progression Frameworks Judgments

Observations of students during this unit can be used to inform judgments in relation to the Learning Progression Frameworks. The following tables give guidelines.

#### Judgments relating to Interpreting Statistical and Chance Situations

<b>The student:</b>	<b>Likely set</b>
identifies different outcomes in a simple chance situation, e.g. Finds out how many different ways Lucy could be dressed with two pairs of shorts and two t-shirts.	Set Two
uses their systematic recording of an experiment to notice similar and different chances for outcome, e.g. Records the results of 3 t-shirts with 3 pairs of shorts and notices that a different coloured combination is more likely than a same coloured combination.	Set Three
compares the results of experiments with simple models for finding all the outcomes, e.g. Creates a two-way table or tree diagram for the shorts with t-shirts and connects the outcomes with their experimental results.	Set Four
constructs models of all the possible outcomes in the, e.g. tree diagram, two-way table for the Odds and Evens game or a complex outfits scenario, and uses the model to predict the fractional likelihood of different outcomes.	Set Five

#### Judgments relating to Equations and Expressions

<b>The student:</b>	<b>Likely set</b>
records numbers to represent the number of outcomes they have counted.	Set One
records addition expressions and/or equations to count the number of outcomes.	Set Two
records equations involving repeated addition and/or multiplication to represent the number of possible outcomes.	Set Three
records equations that include properties of multiplication, to count the number of possible outcomes, e.g. $5 \times 5 + 4 \times 4 = 41$ .	Set Four

#### Judgments relating to Multiplicative Thinking

<b>The student:</b>	<b>Likely set</b>
identifies a set of outcomes for a simple event, e.g. possible sandwiches with different filling options, and counts the outcomes one by one.	Set Two
identifies a set of outcomes for a simple event, e.g. possible sandwiches with different filling options, and counts the outcomes using skip counting or repeated addition.	Set Three
identifies a set of outcomes using a model, e.g. possible sandwiches using a two-way table, and counts the outcomes using multiplication facts.	Set Four
identifies a set of outcomes using a model, e.g. possible sandwiches using a two-way table, and applies multiplication to consider changes to the model, e.g. When two more fillings are included.	Set Five
applies the properties of multiplication to count the number of possible outcomes, e.g. using multiples of five combined with multiples of four in the Odds and Evens game or multiplying across routes in the travel scenario.	Set Six