

Lesson Plan – Find the outcome

Goals:

Exercise and improve probabilistic, statistical and mathematical modelling skills.

Commented description of materials to be used:

Find the outcome uses the game Rock, Paper and Scissors with a set of predefined outcomes depicted as numbers: 0 = draw, 1 = win and -1 = loss. For instance, in the game of rock, paper and scissors, rock wins over scissors (1, - 1).

Strategies:

After solving the puzzle, we encourage learners to observe, compare and interpret the numbers and outcomes. We continue on with a different scenario and allow learners to experiment and come up with their own logical approach to the matrices and their options.

Suggestions:

Enable learners to write down a series of questions or statements to explore the matrices.

Appraisal / Evaluation of Students:

We use different scenarios to complete payoff matrices.

Assessment of lesson:

We compare the competence of the learners in completing and interpreting the payoff matrices at the beginning and the end of the lesson. Also, we qualitatively try to understand whether the learners can formulate their own hypotheses and strategies.

Suggestions:

Discussion can be made on using payoff matrices in other scenarios from learners' personal experiences.

Closure:

Overview of activity and key points, feedback from learners for further improvements and/or adjustments to be made.