

Sure Thing or Lucky Guess?

Learning goal

Recognise uncertainty and warning signs in a guaranteed-profit claim.

Preparation

Print the pupil pages. Let pairs calculate or reason with the three cards, then justify the answer. No real household data is needed.

Teaching flow

5 min**Hook**

Read the story aloud. Ask which card facts are known and what the class needs to find out.

10 min**Model**

Think aloud through task 1: Underline two words or phrases that should make you pause.

20 min**Practise**

Pupils tackle tasks 2 and 3. Ask which card fact supports each answer.

7 min**Discuss**

Discuss this likely misconception: Do not teach coin-toss betting as an activity to try. It is a paper model of uncertainty only.

3 min**Exit**

Use the reflection as the exit check: What should you do with a too-good-to-be-true offer?

Evidence of learning

Pause, do not send money and check independently with a trusted adult.

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Model answers

1. “Guaranteed,” “no risk,” the short deadline and unexplained doubling are warning signs.
2. No. Two outcomes are possible; a particular result is not guaranteed.
3. Examples: who is making the claim, what the money does, risks, fees and independent evidence.

Reflection check

What should you do with a too-good-to-be-true offer?

Look for: Pause, do not send money and check independently with a trusted adult.

Watch for

Do not teach coin-toss betting as an activity to try. It is a paper model of uncertainty only.

Adapt the lesson

Support: Compare the claim with a simple sure outcome: keep €10 safely.

Stretch: Explain why a large possible reward may come with large uncertainty or a scam risk.

Teach at home

Use one fictional card at a time. Let the pupil reason first, then check with the model answers.

Notes: what can the pupil already explain?

Teaching example: not personal financial advice.