

Project title: Teachers Training Programme to Support Gifted and Talented Students (GATE) –
2021-1-LT01-KA220-SCH-000027713

GOOD PRACTICE

1	Name of good practice	<i>Occupation: is it worth playing lottery?</i>
2	Country	<i>Lithuania</i>
3	Where does your good practice originate from?	A part of educational content
4	Coverage	<i>This practice is aimed at institution which is:</i> □ in the city
5	Activity aim/goals	<i>Aim – be able to ground one’s opinion while in discussion based on maths calculations</i>
6	Description	<p><i>Detail description of good practices:</i></p> <p>Students do individual interactive activities, watch videos, analyze the content shown in interactive presentation. Then, in groups, they count the chance of winning in a lottery.</p> <p>Interactive presentation has been demonstrated to students. They exchange their opinion even though they don’t have solid foundation to defend their individual position whether it is worth playing the lottery. Besides, they discuss why maths is necessary while taking a decision to buy or not to buy a lottery ticket. They also discuss if this calculation is exact or not, and that makes the argumentation even more suggestible in the discussion. Students do individual interactive activities which are necessary for improving their skills to calculate probability. The basis of combinatorics and probability theory have also been involved.</p> <p>Final result which is expected is the probability to win a desirable sum of money, which had been calculated while working in groups and the use of forthcoming calculation to base the opinion if it is worth playing lottery.</p>
7	Execution	<p><i>Short presentation of good practices:</i></p> <p><i>Target group – 10-11 class students..</i></p> <p><i>Duration of activity – 3 academic hours.</i></p>

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		<p><i>Number of activities: interactive presentation, videos, interactive activities, working in groups, creation of presentation, presentation.</i></p> <p><i>Self-assessment – ability to base opinion using math calculations.</i></p> <p><i>Assesment of achievements trying to determine progress – a student is able to supplement his previous opinion about raffling with grounding mathematical calculations, carried out while working in groups.</i></p> <p><i>The activity was executed in a remote way on Teams platform.</i></p>
8	Resources	<i>Teams, H5P, Padlet, PowerPoint, YouTube.</i>
9	Who executes this good practice?	□ other: GIFTED programme
10	Use and results	<i>Developing the ability to base one’s opinion by math calculations.</i>
11	Relevance for Gate project	<p><i>This practice was aimed at improving skills of XXI century:</i></p> <ul style="list-style-type: none"> ● <i>Critical thinking – grounding one’s arguments on one’s position in this discussion, assessing forthcoming calculations;</i> ● <i>Creatovity, informational literacy – while preparing presentation;</i> ● <i>Cooperation, versatility, leadership, initiative, social skills – while working in groups;</i> ● <i>Communication – short discussions, work in groups;</i> ● <i>Media literacy – analysis of articles about well-known lottery prizes.</i>
12	Web page/email/another contact info	<i>simona.staskeviciute@vdu.lt</i>