Introduction
• Introduce the language of probability. Divide a chart into three columns – won’t, might, will. Discuss the possibilities of each of the following statements and ask children to put them in a column:
  eat an ice cream, get an email, see a dog driving a car
Ask for other examples and record the children’s ideas on the chart.
• What is a lucky dip? Who has had a lucky dip? What did you get?
Show the children the cover of the book and introduce the title The Lucky Dip.
Read the story together.
• As you read each page, ask the children if they think Nick will get a car. Use the words won’t, might and will. Turn to page 5.
  Why does Nick think he might get a car?
(Explain that he is not sure what he will get.)
• Discuss the ending.
  Did Nick get what he wanted?
Now read the story together again.
• Retell the story. Encourage the children to use the words won’t, might and will. Help them to understand the meaning of these words by asking them about different kinds of food: things they won’t like to eat, might like to eat and will like to eat.

Follow-up Activities
Our Lucky Dip
Make two-page booklets. On the cover of the booklet children draw lucky dip wrapping, giving a clue to the surprise, such as a jewel. On the inside page they draw an object to match the clue, perhaps a ring. Children share their lucky-dip booklets.
The Best Present
Children find pictures in magazines of three objects they might get as presents – one they would not like, one they might like and one they really would like. Glue the pictures onto a chart in three columns.
A Box of Socks
Put some different-coloured socks into a box. Tell the children which colours you have included – red, blue, white. Then ask the children questions as they take turns to close their eyes and take out a sock.
  Will it be a red sock?
  Will it be an orange sock?
  Might it be a white sock?
Using the Online Activities

Activity 1 – What Would You Wear?
Choose the clothes you would wear under the water, at the beach and in the snow.
As a follow-up, children draw themselves wearing clothes at a particular place or for a particular reason. Other children say where the child in the picture would probably be going.

Activity 2 – Ludo’s Big Race
Help Ludo the Racer finish the race by choosing the correct devices.
As a follow-up, children design a fantastic spaceship with some extra devices that make it travel very fast.

Game – Spin the Wheel
Children play a game of chance. They choose who they would like to be and then spin the wheel to get a two-tone, double-cone, six-scoop, three-hoop Spottydoddil ice cream.

Other Activities

Surprise!
Each child brings a wrapped surprise to school and places it in a mystery box. Children say what each parcel won’t, might and will be. Open the parcel up. Were they right?

My Ideas
Fold a piece of paper in three. Each child draws something they won’t, might or will do that day. For example, go into space, fly without wings, eat their dinner, go for a swim. They write the words under each picture.

What Happened to the Wolf?
Read a traditional tale such as The Three Little Pigs. Stop reading when the wolf climbs onto the roof of the house in the last part of the story. Ask the children to predict what might, will and won’t happen to the wolf. Read the ending of the story. Were they right?
Probability questions can be asked about any story: What won’t happen next? What might happen next? What will happen next?