

FROM TALLY TO CONCLUSION

- Count each row of tally marks: Chasing **11**, Football **12**, Skipping **6**, Handball **3**.
- The tallest count is **12**, so the mode is Football.
- Range = largest – smallest: **12** – **3** = **9**.
- Conclusion: the most popular break-time game is Football.

Chasing		
Football		
Skipping		
Handball		

WARM-UP

Fill in the tally chart for the break-time game survey, then read off answers.

Category	Tally	Count
Chasing		
Football		
Handball		

- Draw tally marks so Chasing shows 12, Football shows 7 and Handball shows 3.
- Beside each row write the frequency: Chasing 12, Football 7, Handball 3.
- Ring the mode (Football, 12) and write the range $12 - 3$ under the chart.

PRACTICE

- Ms Ryan asks 'How did you get to school today?' The tally shows Walk **12**, Cycle **5**, Bus **7** and Car **9**. What is the frequency for Walk?
- 4th class survey their favourite break-time game: Chasing **14**, Football **21**, Skipping **9**, Handball **17**. Which game is the mode?
- The lunch survey gives Sandwich **14**, Pasta **8**, Roll **6** and Wrap **4**. How many pupils answered altogether?
- For the break-time game survey the counts are Chasing **14**, Football **21**, Skipping **9**, Handball **17**. Work out the range by taking the smallest from the largest.

REFLECT

Which step of your investigation mattered most – the question, the display, or the conclusion?