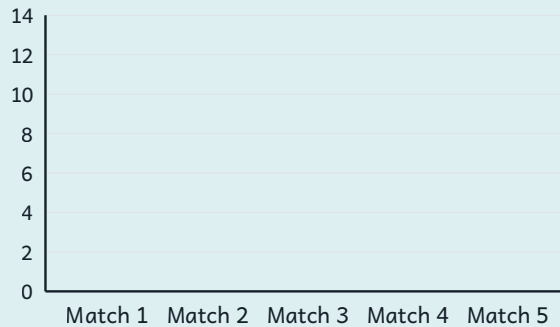


## FINDING THE MODE OF GAA SCORES

- 1 List the scores: 3, 5, 5, 5, 8.
- 2 Count how often each appears.
- 3 The mode is 5 because it appears three times.

## WARM-UP

Draw bars on the blank bar chart for five GAA match scores.



1. Draw bars for the scores 2, 6, 12, 6 and 10, one for each match.
2. Ring the mode: the score that comes up most often.
3. Write the range: the highest score take away the lowest.

## PRACTICE

- 1 In five GAA matches a team scored 2, 10, 10, 10 and 13 points. What is the mode score?
- 2 A GAA team's points over five games were 14, 6, 9, 22 and 11. What is the range?
- 3 Over five matches the GAA scores were 3, 3, 3, 7 and 8. What is the mode?
- 4 A hurling team scored 6, 6, 6 and 9 goals in four games. What is the mode?

## ? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- a. The mode is the only average you can find for favourite colours. ☐
- b. A data set has exactly one mode. ☐
- c. The range is affected by one very large value. ☐
- d. Adding a score of 95 to the scores 4, 6, 6, 7 changes the mode. ☐

## REFLECT

When you describe a data set, why can the range matter just as much as the average?