

FROM TALLIES TO TOWERS

- 1 Start with the question: what is your favourite playground game?
- 2 Tally the votes. Tag has one five-gate and two more, so **7** tallies.
- 3 Each tally mark becomes one block. Build a Tag tower of **7** blocks.
- 4 Football has **4** tallies, so its tower is **4** blocks high.
- 5 Read the graph: Tag is tallest. Tag had **3** more votes than Football.

 WARM-UP

Use the tally chart picture to finish the data journey for the playground vote.

Category	Tally	Count
Tag		
Skipping		
Football		

1. Mark 7 tallies for Tag, 5 for Skipping and 4 for Football on the chart.
2. Build towers that match those tallies for Tag, Skipping and Football.
3. Read which tower is tallest and write the gap between the Tag tower of 7 and the Football tower of 4.

 PRACTICE

- 1 The class votes for favourite playground game. Hide and seek gets six tallies. Match the tower to the tally.
- 2 At playtime the children vote. Hopscotch gets eight tallies. Build the tower from the tally marks.
- 3 The playground graph shows Tag at 9 and Football at 5. Read the gap between the two towers.
- 4 After the vote for favourite game the tallies are Tag 8, Skipping 6 and Football 5. Name the tallest tower.

[illegible]

ALWAYS, SOMETIMES, NEVER

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

- a. A data journey starts with a question and ends by reading a graph.
- b. The tallest tower shows the game with the most votes.
- c. Five tally marks make a tower of 3 blocks.
- d. You can skip the tally step and still complete the full data journey.