

Pictograms with a scale (one symbol = 2, 5 or 10) and reading them

WHAT THIS LESSON TEACHES

A pictogram key tells you how many one symbol stands for. To read a row, count the symbols and multiply by the key number. A half symbol is worth half of the key.

→ Key: one football = 10 goals. A row of 3 footballs means $3 \times 10 = 30$ goals.

→ On a key of 5, two and a half symbols means $2 \times 5 + \text{half of } 5 = 12 \text{ and a half}$.

MODEL THIS ON THE BOARD

READING A ROW ON A KEY OF 10

- 1 Read the key first: one football = **10** goals.
- 2 Count the symbols in the Rovers row: **3** footballs.
- 3 Multiply: $3 \times 10 = 30$.

Rovers 
 = 10 goals

DISCUSSION STARTER

REFLECT When one symbol stands for 5 or 10, how do you read a half symbol?

ANSWER KEY

a) 30 goals

b) 40 goals

c) 25 goals

Q1: 42 goals

Q2: 8 medals

Q3: 15 books

Q4: $12\frac{1}{2}$ books

Q5: 25 goals

a) **Always** — 3×10 is always 30 no matter which club it is.

b) **Always** — The key tells you what one symbol is worth, so you always need it first.

c) **Always** — Half a symbol is always worth half of what one whole symbol means.

d) **Sometimes** — This is true when the key is more than 1 but not when the key is 1.

EXTENSION SHEET · STRETCH ANSWERS

S1: 15

S2: 25

S3: 16

S4: 8

S5: 14

Investigation: Pick a sensible pictogram scale — open-ended; scan pupils' working for valid solution paths rather than a single answer.