

Data and chance investigation – survey, display and conclude

WHAT THIS LESSON TEACHES

A survey starts with one clear question and a short fixed list of answers agreed before you collect. You tally each answer, write the frequency (how many marks in a row), then display it and read off the mode and range.

- Question 'Favourite break-time game?' with answers Chasing, Football, Skipping, Handball.
- If Football has 10 tally marks, the frequency for Football is 10.

MODEL THIS ON THE BOARD

FROM TALLY TO CONCLUSION

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

Chasing				
Football				
Skipping				
Handball				

DISCUSSION STARTER

REFLECT

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

ANSWER KEY

b) 12, 7, 3

Q3: 32

Q1: 12

Q4: 12

Q2: Football

EXTENSION SHEET · STRETCH ANSWERS

S1: 9

S5: 8

S2: 17

Investigation: Chart a class favourite — open-ended; scan pupils' working for valid solution paths rather than a single answer.

S3: 105

S4: 20