

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

CURRICULUM ALIGNMENT

DAT.DAT.3

pose questions of interest and collect, display and critically analyse data in a range of ways for a range of purposes and communicate the findings.

INTERACTIVES [Pictogram Builder · challenge, display, explore](#)

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

Q6: 35 points

Spot: Oisín forgot the scale. Each star stands for 5 votes, so $3 \times 5 = 15$ votes.

EXTENSION SHEET · STRETCH ANSWERS

S1: 30

S2: 15

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.