

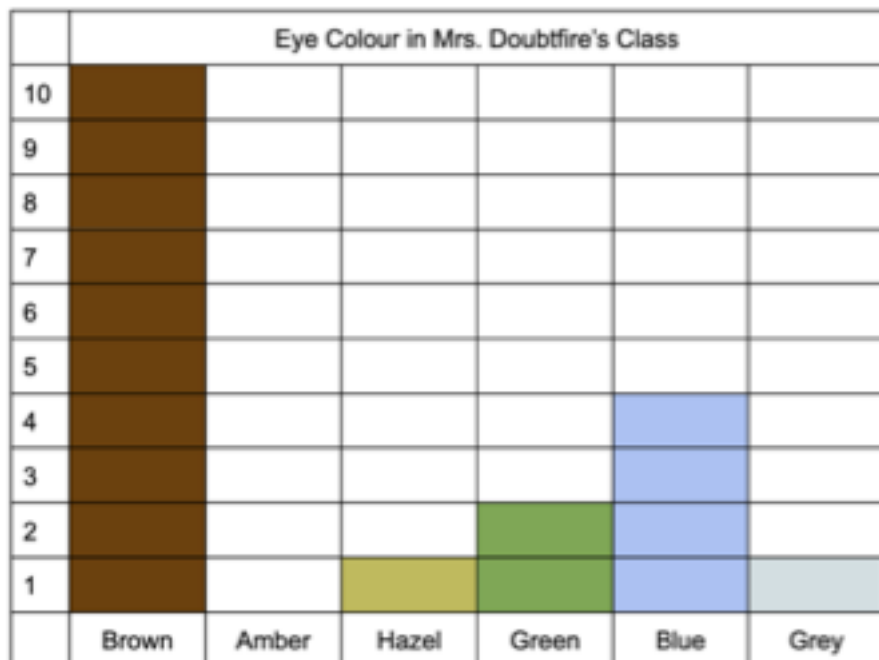


1. Create a Bar Graph or Pictograph based on the data collected below.

Student Pets in Division 8	Tally
Dogs	IIII
Cats	II
Fish	
Rodent	I

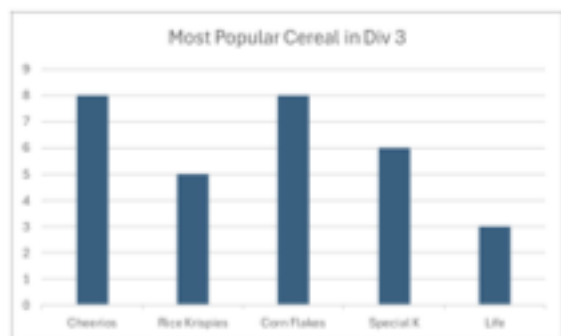


2. What are three comparisons you can make about the data in the graph below?





3. Change it up! Represent an existing Bar Graph as a Pictograph OR Change an existing Pictograph into a Bar Graph. Below are two examples if you cannot find your own.



4. A bar graph shows how some students spend their recess time. Each unit is 1 student.



- a) Which activity is the most popular?
- b) Which activity is the least popular?
- c) How many more students played a sport than a game?
- d) How many students were surveyed?



5. Ask friends and family what their favourite day of the week is. Record the data in a Tally Chart. Represent the data using a Bar Graph. Include all labels and a title.

Which day was the most popular?

Which was the least popular?



3. A spinner has 4 equal sections:

red, red, blue, yellow.

Are you **more likely**, **less likely**, or **equally likely** to spin red compared to blue? Why?

4. Use the word **certain** or **uncertain** to describe the likelihood of each event:

a) The sun will set today.

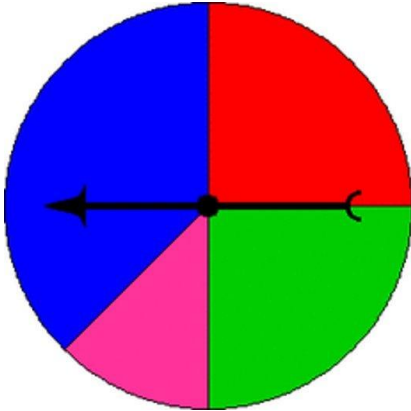
b) I will eat pizza for dinner.

c) I am in grade 3.

d) It will rain on my next birthday.

e) The passing of time.

6. Four students are playing a game. They each pick a colour at random. If the spinner lands on their colour, they win. If not, they lose. Is this a fair game? Why or why not?



7. A coin has two sides: heads and tails. If you toss the coin 10 times, what is one possible outcome (i.e., how many heads and how many tails)? Will this always happen? Why or why not?

8. You roll two dice and find the sum. Give an example of a sum that you think is more likely and one that you think is less likely. Explain your reasoning.

9. Design a game where one outcome is very likely and another is very unlikely. Describe your game and explain why the outcomes have those probabilities.