

Grade 2 Data Management & Probability

# Teacher's Notes

Ontario Mathematics Curriculum Grades 1 to 8, 1997 Strand: Data Management and Probability Grade: 2

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**Overall Expectations:** 

- sort and classify objects and data using concrete materials

- collect and organize data

- create and interpret displays of data, and present and discuss the information

- demonstrate an understanding of probability and demonstrate the ability to apply probability in familiar day-to-day situations

This resource is based on Data Management & Probability Friday's. That is, every Friday a break from the current mathematical unit is taken and Data Management & Probability is studied. Therefore there are 34 activities, one for almost every Friday of the year. This method can also help make the five mathematic strands more manageable.

## **Resource Overview**

Graphing and Interpretation	Activity 1 meteorology	Activity 2 school graph	Activity 3 leaf graph	Activity 4 flower graph	Activity 5 bug graph
	Activity 6 cars in lot	Activity 7 box of smarties	Activity 8 tally to graph	Activity 9 tally to graph	Activity 10 class survey
	Activity 11 survey of friends	Activity 12 glyph	Activity 13 graph glyph	Activity 14 glyph	Activity 15 graph glyph
Sort and classify	Activity 16 just sort	Activity 17 identify rule resort	Activity 18 identify rule resort	Activity 19 leaf attributes	Activity 20 mitten attributes
	Activity 21 snowmen attributes	Activity 22 sock attributes	Activity 23 Venn Diagram Buttons	Activity 24 Venn Diagram Shapes	
Probability	Activity 25 coin tossing	Activity 26 coin tossing	Activity 27 dice rolling	Activity 28 dice rolling	Activity 29 rolling a special die and graphing
	Activity 30 rolling a special die and graphing	Activity 31 rolling two die and graphing	Activity 32 spinner	Activity 33 spinner	

# **Materials Box**

The materials to implement this data management resource are easily and inexpensively made. Below is a list of those materials that you will need, organized by activity.

Activity SEVEN	- smarties
Activity TWELVE	<ul> <li>construction paper</li> <li>scissors</li> <li>glue</li> </ul>
Activity THIRTEEN	- glyphs from last week
Activity FOURTEEN	<ul> <li>construction paper</li> <li>scissors</li> <li>glue</li> </ul>
Activity FIFTEEN	- glyphs from last week
Activity SIXTEEN	- beads or buttons
Activity TWENTY-THREE TWENTY-FOUR	<ul> <li>sorting objects, commercial or home made coloured pasta</li> <li>To make coloured pasta:</li> <li>Materials: <ol> <li>different shaped pasta</li> <li>various colours of</li> <li>food colouring</li> <li>jar</li> <li>tin foil</li> </ol> </li> <li>Method: <ol> <li>Put the pasta and the food colouring</li> <li>to the jar.</li> <li>Close the jar lid tight and shake.</li> <li>Once colouring is evenly spread</li> <li>onto the pasta, spread out onto tin foil to dry.</li> </ol> </li> </ul>
Activity TWENTY-FIVE	- nickels
Activity TWENTY-SIX	- quarters
Activity TWENTY-SEVEN	- six sided die
Activity TWENTY-EIGHT	- twelve sided die
Activity TWENTY-NINE THIRTY THIRTY-ONE	<ul> <li>- cardstock</li> <li>- scissors</li> <li>- glue</li> </ul>
Activity THIRTY-TWO THIRTY-THREE	- commercial spinners OR CD spinners (building instructions follow this list of materials)

#### Materials:

1) foam core board (available at stationary stores) 2) ruler 3) exacto knife 4) pencil 5) hammer 6) #8-32 x 3/4 bolt 7) glue 8) back up plate (washer) 9) #8-32 x 3/4 nut 10) an unwanted CD 11) velcro 12) full white sheet labels (example: Avery 08165 for inkjet printers) 13) Clear CD / DVD labels 14) cardboard 15) scissors 16) 4mm-.7 nut

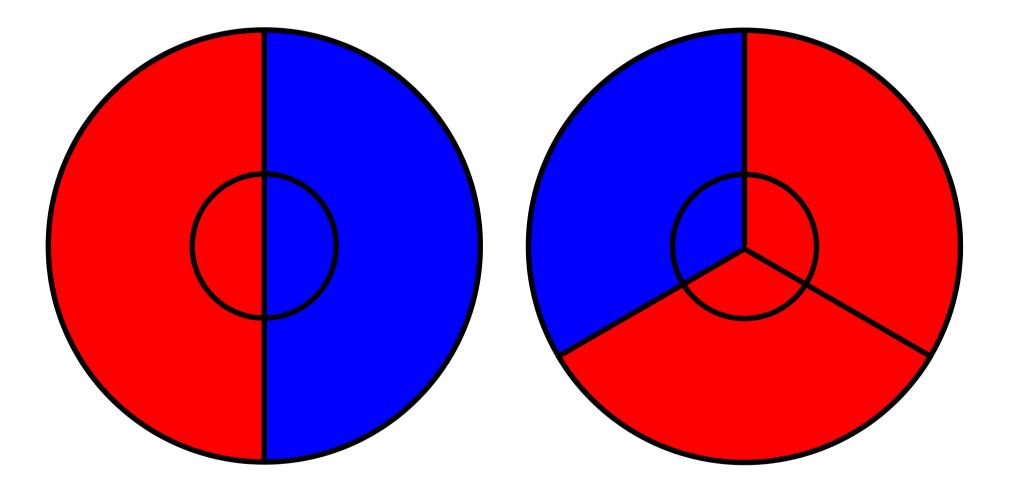
Directions	
1) Cut two 7.5cm x 7.5cm squares of foam core with an exacto knife.	Foam Core
2) Mark the centre of one square on both sides, and on one side of the second square.	
3) Hammer the bottom of the bolt into the centre of ONE foam core square to form a hole in which the bolt may be inserted.	
4) Lightly hammer the head of the bolt into the SECOND foam core square so that it makes a small dimple.	

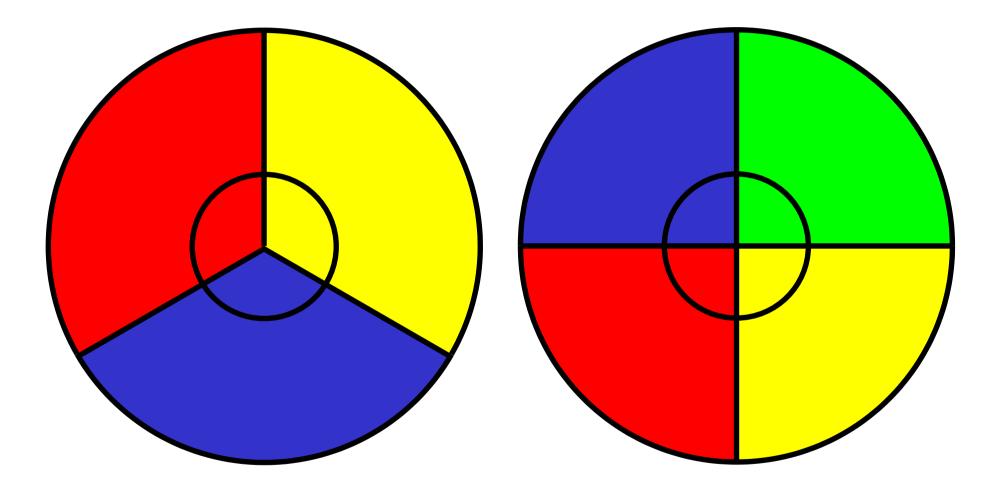
5) Insert the bolt through the FIRST foam core square (through the hole).	
6) Glue the dimple foam core square and place the dimple over the head of the bolt. This piece will help to keep the spinner flat.	
7) Place one metal washer over the bolt and then screw on the medium hexagonal nut tightly.	
<ul> <li>8) Print off the spinner templates that follow these directions onto the full white sheet labels (example: Avery 08165 for inkjet printers) OR decorate your own CD labels. You may choose to use the clear CD labels to place over top the decorated label for protection.</li> <li>(When printing the spinner templates select print current page or print pages x to y options)</li> </ul>	
9) Attach one side of the velcro to the base and the other side to your CD. Remember while placing the velcro to keep things centred and that the velcro pieces match up. The bolt should come up through the hole in the CD.	
10) Place the second metal washer over the bolt. This will reduce the friction between the CD and the pointer.	
11) Print off the pointer templates that follow these directions onto the full white sheet labels (example: Avery 08165 for inkjet printers). Peel and stick the full label onto cardboard (cereal box guage is appropriate) and cut out the pointers. Punch a hole through the centre of the pointer. OR trace pointer onto cardboard and cut out. You may choose to decorate it in your own way.	AL LA

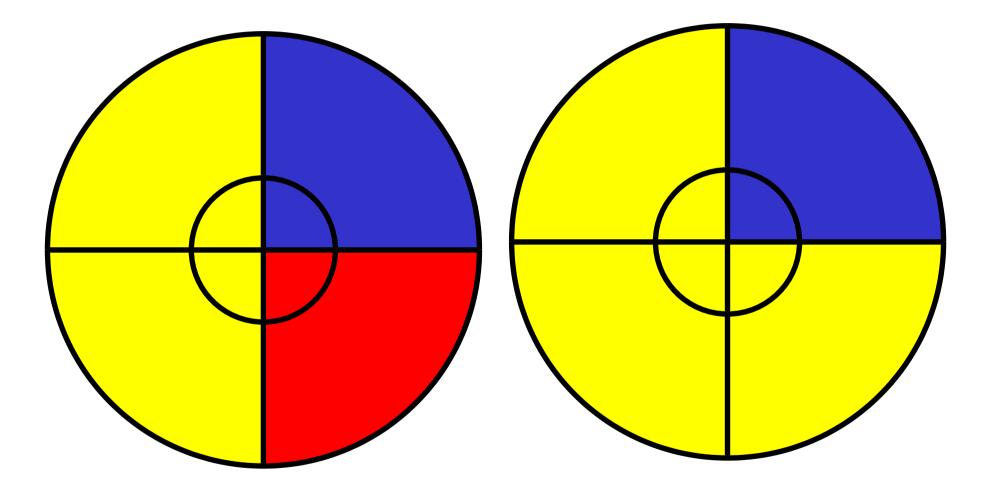
12) Place the pointer over the bolt and then screw on the small hexagonal nut just enough to prevent the pointer from flying off.

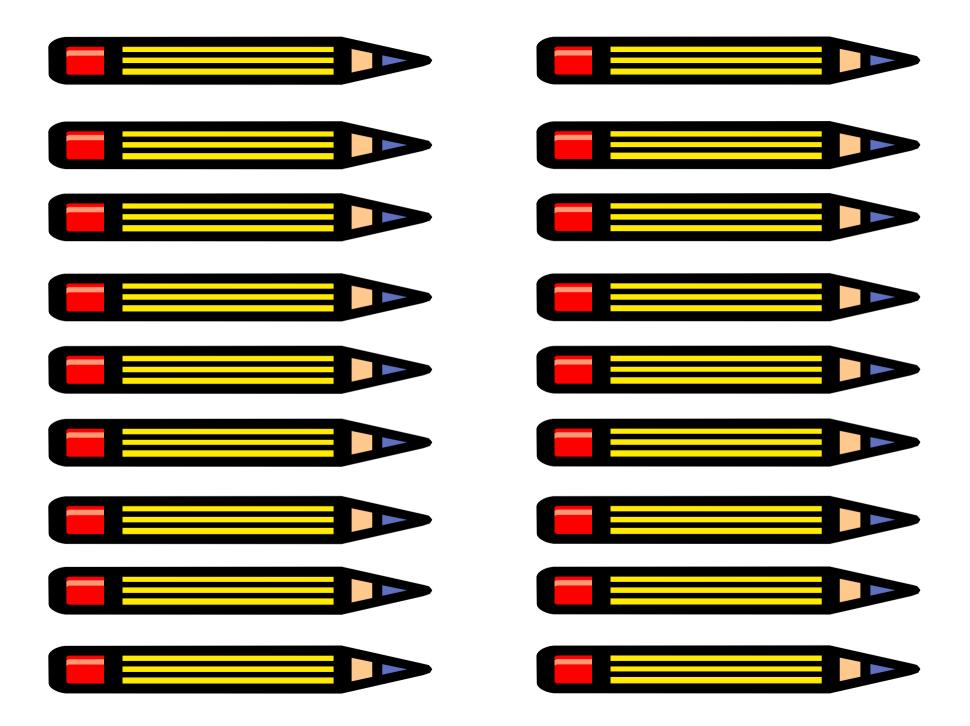


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Grade 2 Data Management & Probability

Meteorology

Name:\_\_\_\_\_

### Data Management and Probability Let's be Meteorologists!



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday
**Have students draw the weather for that day.**	**This activity should be done at the beginning of each day.**			

### Let's graph our weather! **\*\*Create a bar graph below.\*\***

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:

### Data Management and Probability Let's be Meteorologists: SEPTEMBER



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday

#### Let's graph our weather!

0															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:

## Data Management and Probability Let's be Meteorologists: OCTOBER



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday

#### Let's graph our weather!

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	1	2	5	-	5	0	/	0	)	10	11	12	15	17	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:

### Data Management and Probability Let's be Meteorologists: NOVEMBER



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday

#### Let's graph our weather!

0															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:

## Data Management and Probability Let's be Meteorologists: DECEMBER



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday

#### Let's graph our weather!

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:

## Data Management and Probability Let's be Meteorologists: JANUARY



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday

#### Let's graph our weather!

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	1	2	5	-	5	0	/	0	)	10	11	12	15	17	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:

# Data Management and Probability Let's be Meteorologists: FEBRUARY



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday

#### Let's graph our weather!

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:

### Data Management and Probability Let's be Meteorologists: MARCH



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday

#### Let's graph our weather!

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:

### Data Management and Probability Let's be Meteorologists: APRIL



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday

#### Let's graph our weather!

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:

### Data Management and Probability Let's be Meteorologists: MAY



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday

#### Let's graph our weather!

0															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:

### Data Management and Probability Let's be Meteorologists: JUNE



#### Let's record our weather

Monday	Tuesday	Wednesday	Thursday	Friday

#### Let's graph our weather!

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sunny '															
Cloudy															
Rainy															
Sun and Cloud															
Snowy †															
Windy															

Grade 2 DMactivity001 covers:



Grade 2 Data Management & Probability

Name:\_\_\_\_\_

### Data Management & Probability Activity TWO



Today we will be completing a bar graph on the next page. Remember to:

- identify the four parts of the graph (title, labels, scale, data)
- create an appropriate title for the graph; and
- make sure all the columns are properly labelled

When you have completed the graph, answer the following questions:

1) What does Merlin have most of?\_\_\_\_\_

2) What does Merlin need to buy?\_\_\_\_\_

3) How many pencils and erasers does Merlin have altogether?

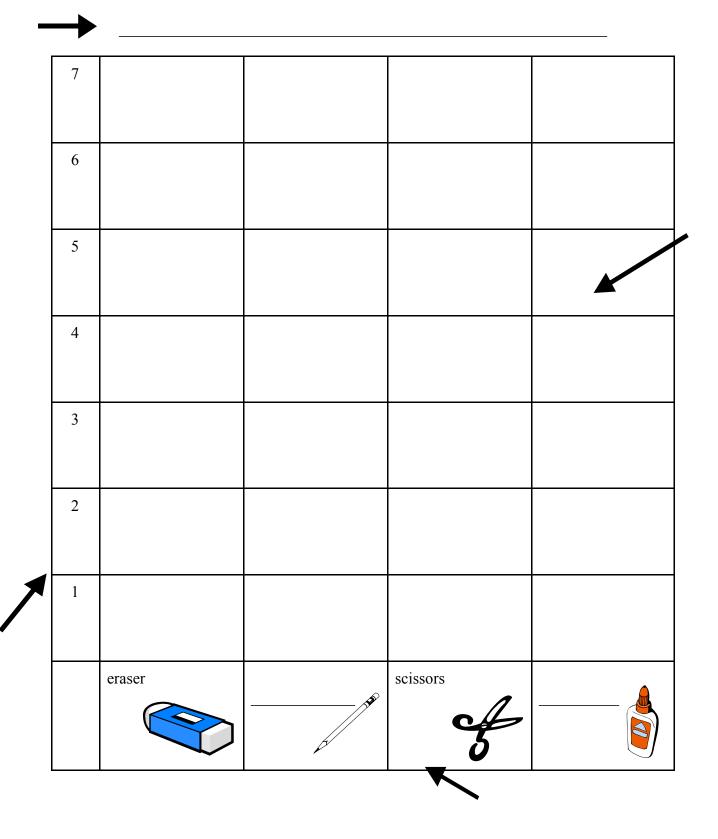
Grade 2 DMactivity002 covers:

D1:pose questions about meanings derived from the data on graphs (eg. which was the rainiest month?)

D7:identify the basic parts of a graph: labels, scales, title, data

D9: construct and label simple concrete graphs, bar graphs, and pictographs using one-to-one correspondence © Math Wizards, 2003

Merlin is preparing to go back to school. He needs you to help him organize his school supplies. Would you show Merlin how to graph his school supplies so that he can easily see what he has of each kind?

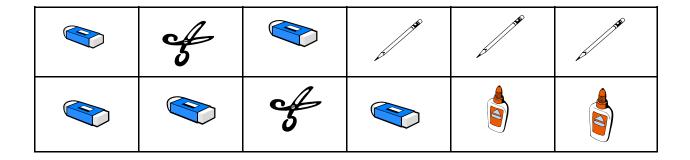


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### Data Management & Probability Activity THREE



Today we will be completing a bar graph on the next page. Remember to:

- identify the four parts of the graph (*title, labels, scale, data*)
- create an appropriate title for the graph; and
- make sure all the columns are properly labelled

When you have completed the graph, answer the following questions:

1) What does Merlin have most of?\_\_\_\_\_

2) What does Merlin have least of?

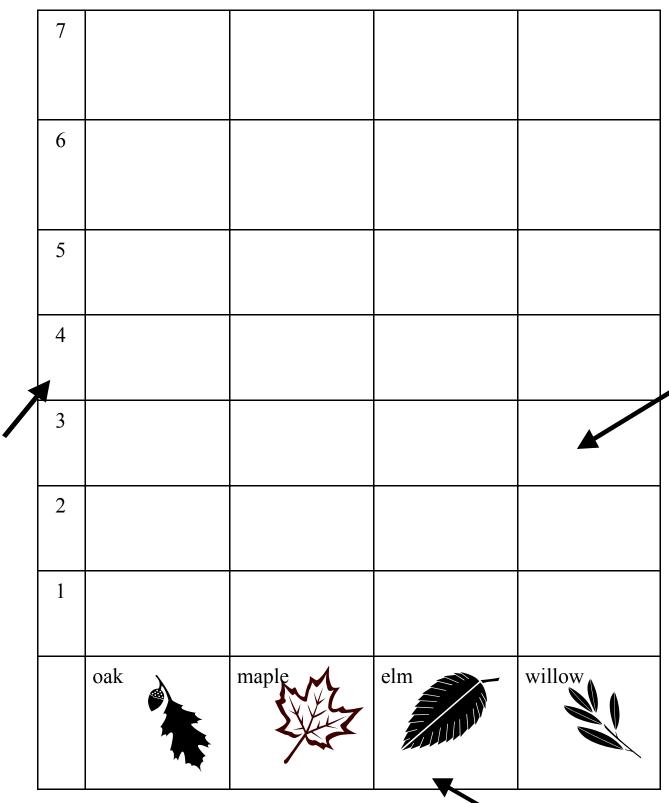
3) How many oak and maple leaves does Merlin have altogether

Grade 2 DMacitivity003 covers:

D1:pose questions about meanings derived from the data on graphs (eg. which was the rainiest month?) D7:identify the basic parts of a graph: labels, scales, title, data

D7. Identify the basic parts of a graph, labels, scales, the, data D9: construct and label simple concrete graphs, bar graphs, and pictographs using one-to-one correspondence © Math Wizards, 2003

Merlin is raking the leaves in his yard. He needs you to help him sort the leaves into different bins. Would you show Merlin how to graph his leaves so that he can easily see how many he has of each kind?



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### Data Management & Probability Activity FOUR



Today we will be completing a bar graph on the next page. Remember to:

- identify the four parts of the graph (*title, labels, scale, data*)
- create an appropriate title for the graph; and
- make sure all the columns are properly labelled

When you have completed the graph, answer the following questions:

1) What does Merlin have most of?\_\_\_\_\_

2) What does Merlin have least of?\_\_\_\_\_

3) How many sunflowers and roses does Merlin have altogether?

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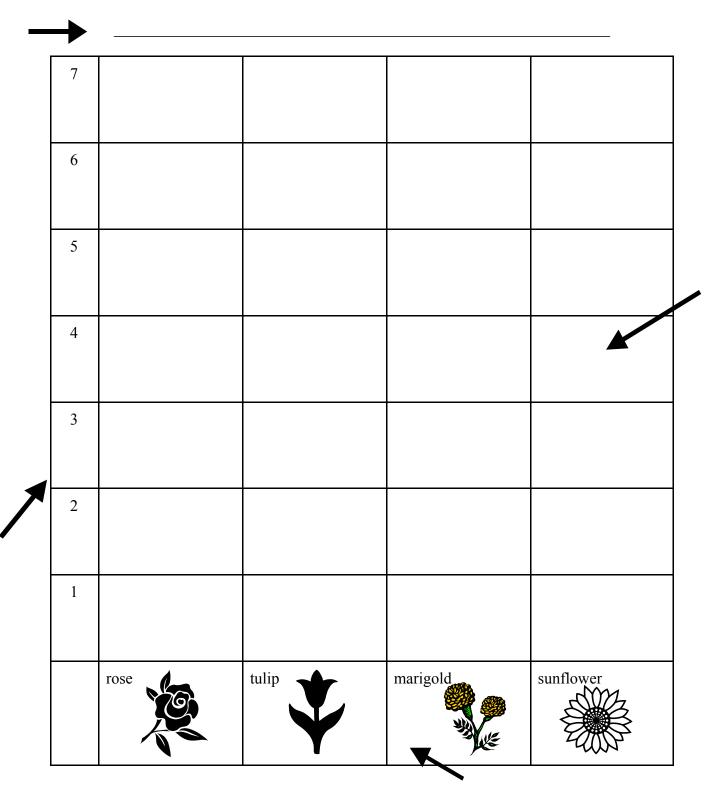
Grade 2 DMactivity004 covers:

D1:pose questions about meanings derived from the data on graphs (eg. which was the rainiest month?)

D7: identify the basic parts of a graph: labels, scale, title, data

D9: construct and label simple concrete graphs, bar graphs, and pictographs using one-to-one correspondence.

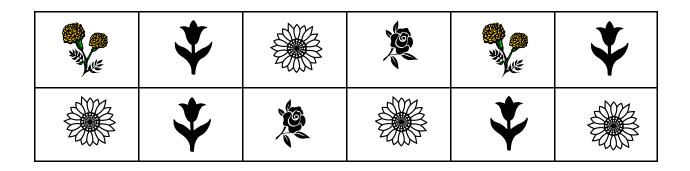
Merlin has some beautiful flowers in his garden. He needs you to help him organize the flowers in his garden. Would you show Merlin how to graph the flowers he finds so that he can easily see how many he has of each?

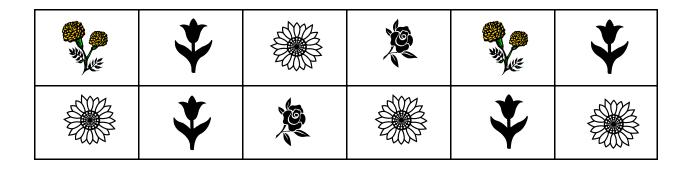


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### Data Management & Probability Activity FIVE



Today we will be completing a bar graph on the next page. Remember to:

- identify the four parts of the graph (*title, labels, scale, data*)
- create an appropriate title for the graph; and
- make sure all the columns are properly labelled

When you have completed the graph, answer the following questions:

1) What does Merlin have most of?\_\_\_\_\_

2) What does Merlin have least of?\_\_\_\_\_

3) How many worms and ants does Merlin have altogether?

Grade 2 DMactivity005 covers:

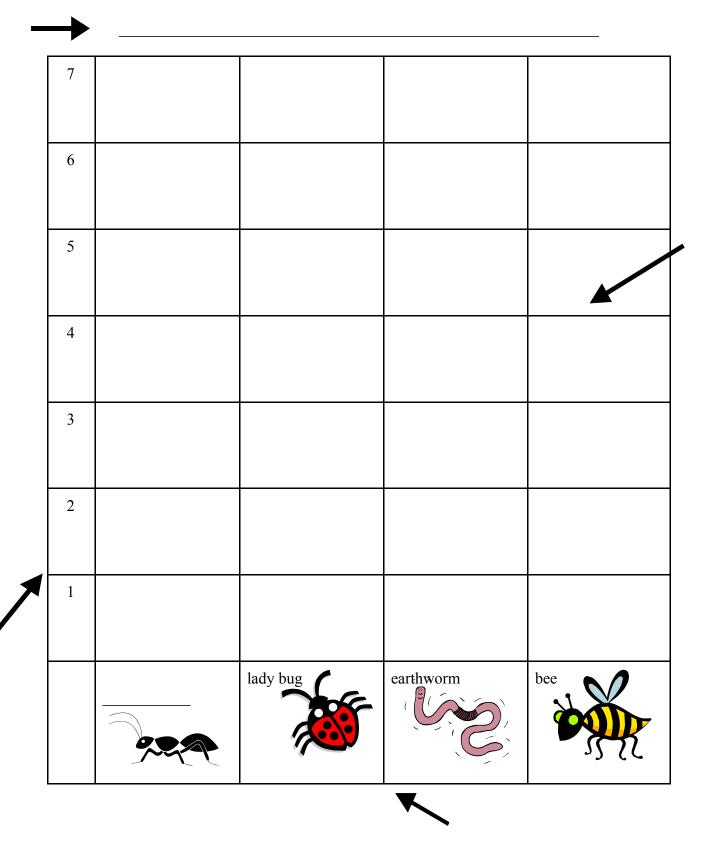
D1:pose questions about meanings derived from the data on graphs (eg. which was the rainiest month?)

D7:identify the basic parts of a graph: labels, scale, title, data

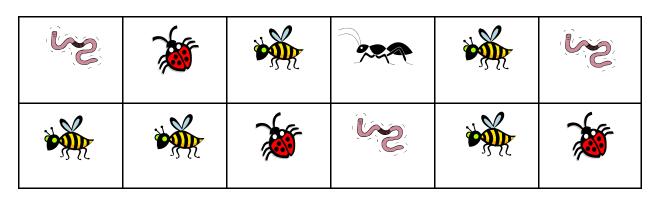
D9: construct and label simple concrete graphs, bar graphs, and pictographs using one-to-one correspondence.

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Merlin has noticed some bugs in his garden. He needs you to help him sort through the different bugs in his garden. Would you show Merlin how to graph the bugs so that he can easily see how many he has of each kind?

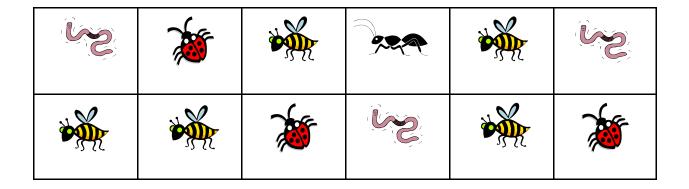


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	<b>X</b>		2

<b>X</b>	<b>W</b>		
		<b>A</b>	<b>X</b>





# Data Management & Probability Activity SIX

There are lots of cars in the school parking lot. Merlin wants to know what colour of car is the most popular at your school. Take a trip to the parking lot, count and tally the colour of cars in the chart below.

Colour	Tally Marks	Total
Red		
Gold		
Blue		
Green		
Black		
Silver		
White		
Brown		

From your tally chart make a graph.

red														
gold														
blue														
green														
black														
silver														
white														
brown														
	1	2	3	4	5	6	7	8	9	10	11	12	13	1

1) Which colour of car was the most popular?

2) Which colour of car was the least popular?

3) How many blue and gold cars are there altogether?

4) How many green and brown cars are there altogether?

\_\_\_\_\_

Draw a picture of the parking lot using the data you collected.

Describe your picture and how the data helped you draw it:

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Grade 2 DMactivity006 covers:

D1:pose questions about meanings derived from the data on graphs (e.g., which was the rainiest month?)

D6: collect first-hand data from their environment (e.g., the number of days of sun, rain, snow during the month of November)

D7: identify the basic parts of a graph: labels, scales, title, data.

D10:interpret displays of numerical information and express understanding in a variety of ways (eg. draw a picture and use informal language to discuss)



# Data Management and Probability Activity SEVEN

Merlin has lots of smarties but he wants to know how many he has of each colour. Count and tally the smarties in the chart below.

Colour	Tally Marks	Total
Red		
Orange		
Yellow		
Green		
Blue		
Purple		
Pink		
Brown		

From your tally chart make a graph.

orangeImage: state of the state	red													
greenImage: Second	orange													
blueImage: Second s	yellow													
purple       Image: Constraint of the state	green													
pink brown	blue													
brown	purple													
	pink													
	brown													
1 2 3 4 5 6 7 8 9 10 11 12 13	•	1	2	3	4	5	6	7	8	9	10	11	12	13

1) Which colour of smartie was found the most?

2) Which colour of smartie was found the least?

3) How many yellow and blue smarties are there altogether?

4) How many green and brown smarties are there altogether?

4) If you were to eat the red ones last, how many smarties would there be left?

Draw a picture of the box of smarties using the data you collected.

Describe your picture and how the data helped you draw it:

Grade 2 DMactivity007 covers:

D1:pose questions about meanings derived from the data on graphs (e.g., which was the rainiest month?)

D6: collect first-hand data from their environment (e.g., the number of days of sun, rain, snow during the month of November)

D7: identify the basic parts of a graph: labels, scales, title, data

D10:interpret displays of numerical information and express understanding in a variety of ways (eg. draw a picture and use informal language to discuss)

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# Data Management & Probability Activity EIGHT



There is a beautiful apple orchard beside Merlin's castle and yesterday he picked a bushel of apples. He made a tally chart of the different kinds of apples.

McIntosh	Granny Smith	Red Delicious	Snow Apples
Apples	Apples	Apples	
+++++++++++++++++++++++++++++++++++++++	++++		++++

Using Merlin's tally chart, make a bar graph on the chart paper below.


Ask Merlin three questions about the graph:

1)	 	 	
2)	 		
3)			

Grade 2 DMactivity008 covers:

D1:pose questions about meanings derived from the data on graphs (eg. which was the rainiest month?) D9:construct and label simple concrete graphs, bar graphs, and pictographs using one-to-one correspondence © Math Wizards, 2003

# Data Management & Probability Activity NINE



There is a beautiful pond beside Merlin's castle and yesterday he watched all the little fish swim about. He made a tally chart of the different kinds of fish.

Gold Fish	Trout	Carp	Sun Fish
++++-	++++		++++

Using Merlin's tally chart, make a bar graph on the chart paper below.

 	)	0		

Ask Merlin three questions about the graph:

1)	 	 	
2)	 		
3)			

Grade 2 DMactivity009 covers:

D1:pose questions about meanings derived from the data on graphs (eg. which was the rainiest month?) D9:construct and label simple concrete graphs, bar graphs, and pictographs using one-to-one correspondence © Math Wizards, 2003

#### Data Management & Probability Activity TEN



Today we will be conducting a class survey. As a class, let's follow the steps below to guide you in the construction of your survey.

#### **Step ONE:**

Our survey question is:

We want to know this because:

The choices in the survey include:

#### Step TWO:

Let's survey the class and record our data in the tally chart below. Make sure you put your choices on the top of each column.

#### **Step THREE:**

Graph the data using the chart paper below:

		1		1	

### **Step FOUR:**

How can we use this information now?

Grade 2 DMactivity010 covers:

D5:generate questions that have a finite number of responses for a given topic (eg. how many different items of clothing are you wearing?) D8:organize data using graphic organizers (eg. diagrams, charts, graphs, webs) and various recording methods (eg. placing stickers, drawing graphs)

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#### Data Management & Probability Activity ELEVEN



Today you will be conducting a survey of some of your friends. Follow the steps below to guide you in the construction of your survey.

#### **Step ONE:**

My survey question is:

I want to know this because:

The choices I provide include:

#### Step TWO:

Survey your friends and record your data in the tally chart below. Make sure you put your choices on the top of each column.

#### **Step THREE:**

Graph your data using the chart paper below:

r					1

#### **Step FOUR:**

How can you use this information now?

Grade 2 DMactivity011 covers:

D5:generate questions that have a finite number of responses for a given topic (eg. how many different items of clothing are you wearing?) D8:organize data using graphic organizers (eg. diagrams, charts, graphs, webs) and various recording methods (eg. placing stickers, drawing graphs) @ Meth Wienerda 2002



#### Data Management & Probability Activity TWELVE

Answer the following questions:

What is your favourite time?	
What is your favourite day?	
What is your favourite month?	
What is your favourite season?	

Today we are going to create a glyph. A glyph is a picture that is actually a graph. It originates from ancient hieroglyphics.

Today our glyph will be in the form of a watch. Each question you were asked above will be represented by a different part of the watch.

Your favourite time will be represented by the time shown on the face of the watch.

Your favourite day will be represented by the colour of your watch bands. For example, if your favourite day is Sunday, your watch band would be white.

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
red	orange	yellow	green	blue	purple	white

Your favourite month will be represented by the number of holes in your watch band. For example, if your favourite month is April, your watch band would have four holes.

Jan.	Feb.	March	April	May	June	July	Aug.	Sept.	Oct.	Nov.	Dec.
1	2	3	4	5	6	7	8	9	10	11	12

Your favourite season will be represented by the colour of your watch hands. For example, if your favourite season is winter, your watch hands would be black.

Fall	Winter	Spring	Summer
Red	Black	Blue	Green

Look at the watch below:

The person's favourite time is THREE O'CLOCK (time)
The person's favourite day is SUNDAY (white watch band)
The person's favourite month is APRIL (four holes)
The person's favourite season is WINTER (black watch hands)

Make your own watch with construction paper. When you're finished draw your watch in the space below.

\*\* Hang the glyphs up on a wall for next week's activity.\*\*

D9:construct and label simple concrete graphs, bar graphs, and pictographs using one-to-one correspondence © Math Wizards, 2003

Grade 2 DMactivity012 covers:

D8:organize data using graphic organizers (eg. diagrams, charts, graphs, webs) and various recording methods (eg. lacing stickers, drawing graphs)



# Data Management & Probability Activity THIRTEEN

Using our glyphs from last week, let's graph the information about our favourite days, months and seasons.

T	itle:						
10							
9							
8							
7							
6							
5							
4							
3							
2							
1							
	mon. red	tues. orange	wed. yellow	thurs. green	fri. blue	sat. purple	sun. white

		Titl	e:									
10												
9												
8												
7												
6												
5												
4												
3												
2												
1												
	Jan 1	Feb 2	March 3	April 4	May 5	June 6	July 7	Aug 8	Sep 9	Oct 10	Nov 11	Dec 12

Title:\_\_\_\_\_

	1	2	3	4	5	6	7	8	9	10
fall red										
winter black										
spring blue										
summer green										

What is the most favourite day?

What is the least favourite day?
What is the most favourite month?
What is the least favourite month?
What is the most favourite season?
What is the least favourite season?
Is it easier to read the glyphs or graphs?
Why?

Grade 2 DMactivity013 covers:

D6:collect first-hand data from their environment (eg. the number of days of sun, rain, snow during the month of November) D9:construct and label simple concrete graphs, bar graphs, and pictographs using one-to-one correspondence © Math Wizards, 2003



# Data Management & Probability Activity FOURTEEN

Answer the following questions:

How old are you?	
What is your favourite subject?	
How many brothers and sisters do you have?	
What colour eyes do you have?	
What colour hair do you have?	

Today we are going to create a glyph. A glyph is a picture that is actually a graph. It originates from ancient hieroglyphics.

Today our glyph will be in the form of a snowman. Each question you were asked above will be represented by a different part of the snowman.

Your age will be represented by how many balls are in the snowman. For example if you are 7 your snowman will have 3 balls.

Age 6	Age 7	Age 8
2 balls	3 balls	4 balls

Your favourite subject will be represented by the colour of the snowman's scarf. For example, if your favourite subject is music, your snowman's scarf will be black.

Phys. Ed.	Art	Language	Science	Math	Social Studies	Music
red	orange	yellow	green	blue	purple	black

The number of brothers and sisters you have will be represented by the number of buttons on your snowman. For example, if you have 3 brothers and sisters, your snowman will have three buttons.

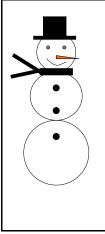
The colour of your eyes will be represented by the colour of your snowman's eyes. For example, if you have grey eyes, your snowman will have grey eyes.

Blue eyes	Green eyes	Brown eyes	Grey eyes
blue	green	brown	grey

The colour of your hair will be represented by the colour of your snowman's hat. For example, if you have black hair, your snowman will have a black hat.

Blond hair	Red hair	Black hair	Brown hair
yellow hat	red hat	black hat	brown hat

Look at the snowman below:



The person is SEVEN years old (3 balls) The person's favourite subject is MUSIC (black scarf) The person has THREE brothers and sisters (three buttons) The person has GREY eyes (grey eyes) The person has BLACK hair (black hat) Make your own snowman with construction paper. When you're finished, draw your snowman in the space below. \*\* Hang the glyphs up on a wall for next week's activity.\*\*

Grade 2 DMactivity014 covers:

D9:construct and label simple concrete graphs, bar graphs, and pictographs using one-to-one correspondence

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D8:organize data using graphic organizers (eg. diagrams, charts, graphs, webs) and various recording methods (eg. lacing stickers, drawing graphs)



# Data Management & Probability Activity FIFTEEN

Using our glyphs from last week, let's graph the information about our selves.

Title:

	1	2	3	4	5	6	7	8	9
age 6									
age 7									
age 8									

Title:\_\_\_\_\_

9							
8							
7							
6							
5							
4							
3							
2							
1							
(Scarf)	Phys.Ed (red)	Art (orange)	Language (yellow)	Science (green)	Math (blue)	Social Studies (purple)	Music (black)

	Title:						
9							
8							
7							
6							
5							
4							
3							
2							
1							
	1 sibling	2 siblings	3 siblings	4 siblings	5 siblings	6 siblings	7 siblings

Title:

	1	2	3	4	5	6	7	8	9
blue eyes									
green eyes									
brown eyes									
grey eyes									



	1	2	3	4	5	6	7	8	9
blond hair									
red hair									
black hair									
brown hair									

Write down three things you've learned about the students in our class from these graphs:

1)	 	 	 
2)	 	 	
/			
3)			
/	 	 	 

Grade 2 DMactivity015 covers:

D6:collect first-hand data from their environment (eg. the number of days of sun, rain, snow during the month of November) D9:construct and label simple concrete graphs, bar graphs, and pictographs using one-to-one correspondence © Math Wizards, 2003

#### Data Management & Probability Activity SIXTEEN



#### **\*\*** You could use buttons or beads for this activity.**\*\***

Merlin has left you a cup of buttons. He would like your help sorting them. Sort your magical buttons and then draw and write about what you did.

Draw your sort: Describe your sort in words:

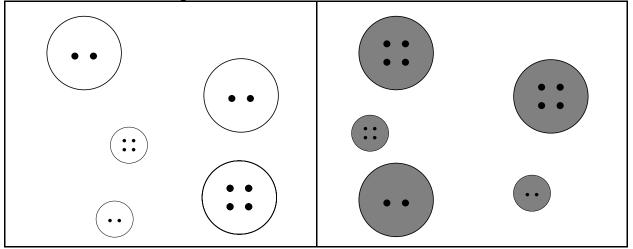
Grade 2 DMactivity016 covers:

D2:sort and classify concrete objects, pictures, and symbols according to two specific attributes (eg. shape and texture) © Math Wizards, 2003

# Data Management & Probability Activity SEVENTEEN



Look at the following sort:



What rule did Merlin use to sort the buttons?

Name the different attributes the buttons have:

Sort the buttons in a different way:

Grade 2 DMactivitiy017 covers:

D2:sort and classify concrete objects, pictures, and symbols according to two specific attributes (eg. shape and texture) D3:identify attributes and rules in presorted sets

# **\*\*Photocopy for students.\*\***

$\overline{\cdots}$	•••	•••	

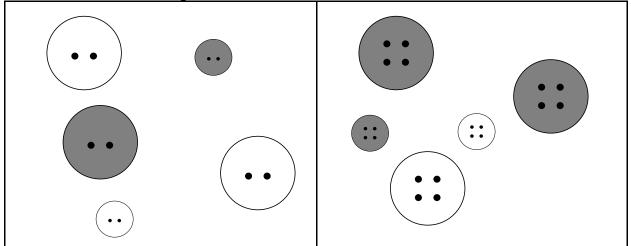
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$\overline{\cdots}$	•••	

		$\overline{\cdots}$	
$\overline{\cdots}$	••	•••	•••

# Data Management & Probability Activity EIGHTEEN







What rule did Merlin use to sort the buttons?

Name the different attributes the buttons have:

Sort the buttons in a different way:

J	

Grade 2 DMactivitiy018 covers:

D2:sort and classify concrete objects, pictures, and symbols according to two specific attributes (eg. shape and texture) D3:identify attributes and rules in presorted sets

# **\*\*Photocopy for students.\*\***

$\overline{\cdots}$	•••	•••	

		::
$\overline{\cdots}$	•••	

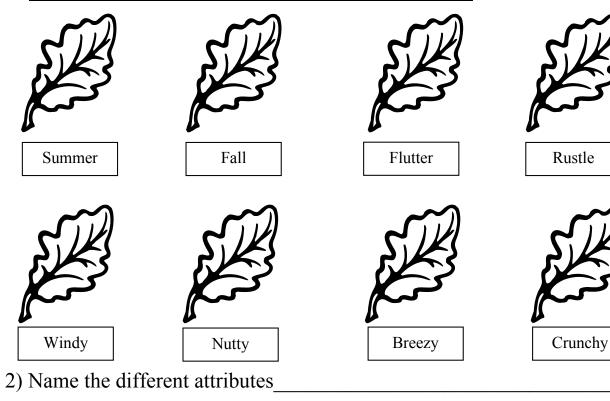
		$\overline{\cdots}$	
$\overline{\cdots}$	••	•••	•••



# Data Management & Probability Activity NINETEEN

1) Read the chart and decorate the oak leaves.

	Acorn	No acorn
Brown leaf	Nutty Windy Rustle	Fall Crunchy
Green leaf	Breezy Flutter	Summer



- 3) What is the most common combination of attributes?\_
- 4) What does the chart tell you?\_\_\_\_\_

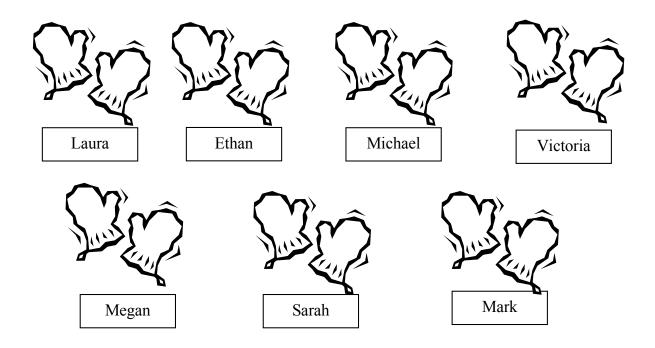
Grade 2 DMactivity019 covers: D4:recognize that an object can have more than one attribute. © Math Wizards, 2003



## Data Management and Probability Activity TWENTY

#### 1) Read the chart and decorate the mittens.

	Zigzag	Snowflake
Blue	Michael Megan	Sarah Victoria
Red	Laura	Mark Ethan



2) Name the different attributes

3) What is the least common combination of attributes?\_\_\_\_\_

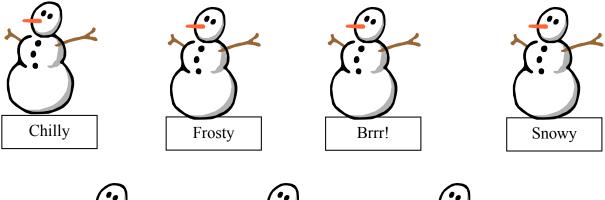
#### 4) What does the chart tell you?\_\_\_\_\_



# Data Management & Probability Activity TWENTY-ONE

#### 1) Read the chart and decorate the snowmen.

	Scarf	Green ribbon
Hat	Brrr! Icicle	Snowy Frigid
No hat	Chilly	Jack Frost Frosty





#### 2) Name the different attributes\_\_\_\_\_

3) What is the least common combination of attributes?\_\_\_\_\_

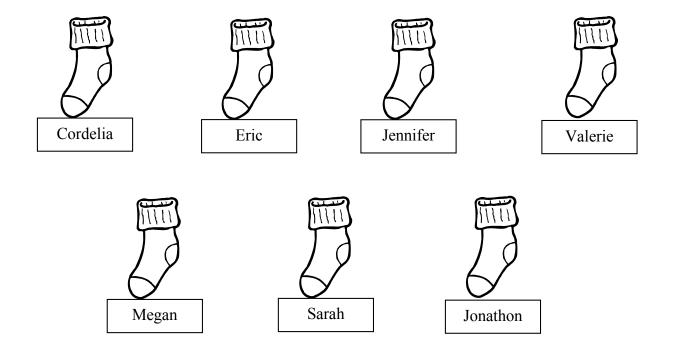
#### 4) What does the chart tell you?\_\_\_\_\_



# Data Management & Probability Activity TWENTY-TWO

#### 1) Read the chart and decorate the socks

	Black cuff	White cuff
Green sock	Cordelia Megan	Eric Jennifer
Blue sock	Valerie Sarah	Jonathon



#### 2) Name the different attributes\_\_\_\_\_

3) What is the least common combination of attributes?\_\_\_\_\_

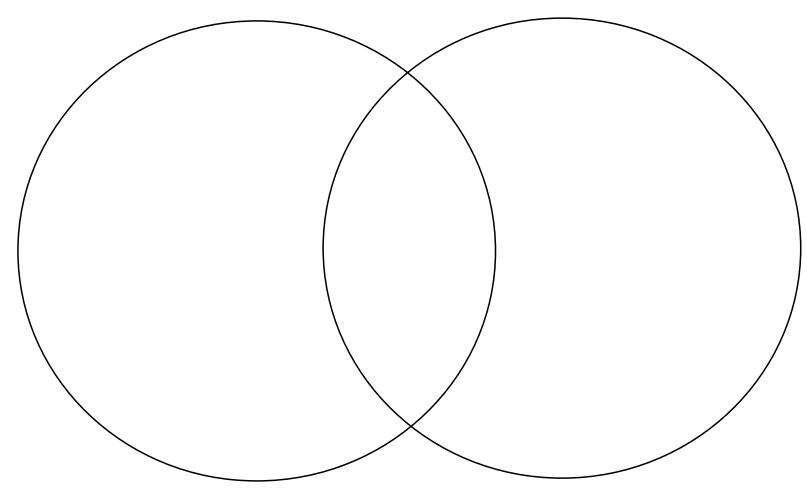
# 4) What does the chart tell you?\_\_\_\_\_

Grade 2 DMactivity022 covers: D4:recognize that an object can have more than one attribute © Math Wizards, 2003

## Data Management & Probability Activity TWENTY-THREE



\*\* Do an example at the carpet with coloured pasta (see materials for recipe) or use sorting objects.\*\* Help Merlin sort his buttons into a DOUBLE Venn diagram.

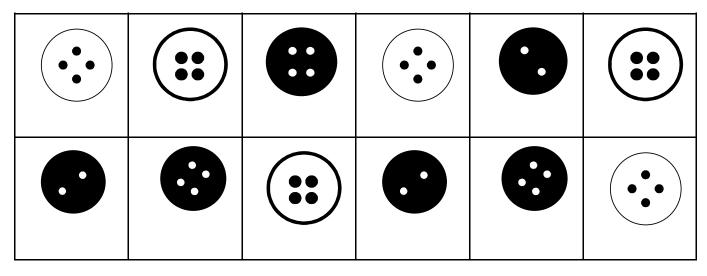


Grade 2 DMactivity023 covers:

D2:sort and classify concrete objects, pictures, and symbols according to two specific attributes (eg. shape and texture) D4:recognize that an object can have more than one attribute © Math Wizards, 2003

#### **\*\*** Photocopy for students **\*\***

		0	
		8	

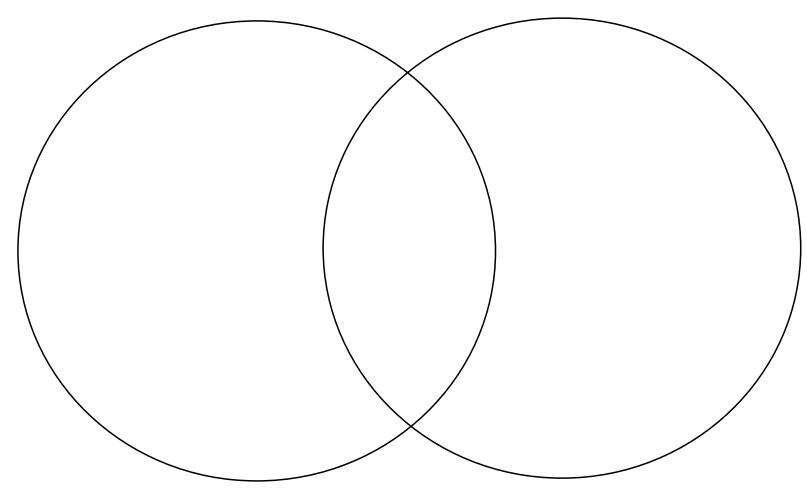


		•	
8			

#### Data Management & Probability Activity TWENTY-FOUR



\*\* Do an example at the carpet with coloured pasta (see materials for recipe) or use sorting objects.\*\* Help Merlin sort his shapes into a DOUBLE Venn diagram.



Grade 2 DMactivity024 covers:

D2:sort and classify concrete objects, pictures, and symbols according to two specific attributes (eg. shape and texture) D4:recognize that an object can have more than one attribute © Math Wizards, 2003

#### **\*\*** Photocopy for students **\*\***



### Data Management & Probability Activity TWENTY-FIVE



Coins have two sides. One side is called "heads" because it has a picture of Queen Elizabeth's head and the other side is called "tails." Different types of coins have a different tail picture. All Canadian nickels have beavers.

Which side is luckier? Circle one.

Tails

Toss the coin TEN times. Record your results in the tally chart below.

Heads

	Tally Marks	Total
Heads		
Tails		

Which side came up the most?\_\_\_\_\_

Did you predict correctly?

## Data Management & Probability Activity TWENTY-SIX





Coins have two sides. One side is called "heads" because it has a picture of Queen Elizabeth's head and the other side is called "tails". Different types of coins have a different tail picture. All Canadian quarters have caribou.

Which side is luckier? Circle one.

Heads

Tails

Toss the coin TEN times. Record your results in the tally chart below.

	Tally Marks	Total
Heads		
Tails		

Which side came up the most?\_\_\_\_\_

Did you predict correctly?

Were your results with the quarter similar to your results with the nickel last week?

Grade 2 DMactivity026 covers:

D12:investigate simple probability situations (e.g. flipping a coin, tossing dice) © Math Wizards, 2003

## Data Management & Probability Activity TWENTY-SEVEN



Today, Merlin has left you a magic die. He would like you to conduct some probability experiments with the die. Record your results in the tally charts provided and be sure to answer all the questions.

Roll the die TEN times. Record it in the chart below.

Die	Tally Marks	Total
1		
2		
3		
4		
5		
6		

1) Which number was rolled the most?\_\_\_\_\_

2) Which number was rolled the least?\_\_\_\_\_

3) How many 2's and 5's altogether?\_\_\_\_\_

4) Do you think there is an equal chance of rolling any number on the die?

5) Explain:

Grade 2 DMactivity027 covers:

D12:investigate simple probability situations (e.g., flipping a coin, tossing dice)

D11:explore through simple games and experiments the likelihood that an event may occur

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## Data Management & Probability Activity TWENTY-EIGHT



Today, Merlin has left you a magic die. He would like you to conduct some probability experiments with the die. Record your results in the tally charts provided and be sure to answer all the questions.

Roll the die FORTY times. Record it in the chart below.

Die	Tally Marks	Total
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

1) Which number was rolled the most?\_\_\_\_\_

2) Which number was rolled the least?\_\_\_\_\_

3) How is the 12 sided die different from the 6 sided die?

Grade 2 DMactivity028 covers:

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D11:explore through simple games and experiments the likelihood that an event may occur

D12:investigate simple probability situations (e.g., flipping a coin, tossing dice)

## Data Management & Probability Activity TWENTY-NINE



Merlin has given you a special die on the condition that you make a BAR GRAPH showing what you rolled. Roll the die TWENTY times.

12		
11		
10		
9		
8		
7		
6		
5		
4		
3		
2		
1		
	A CONTRACT OF A	

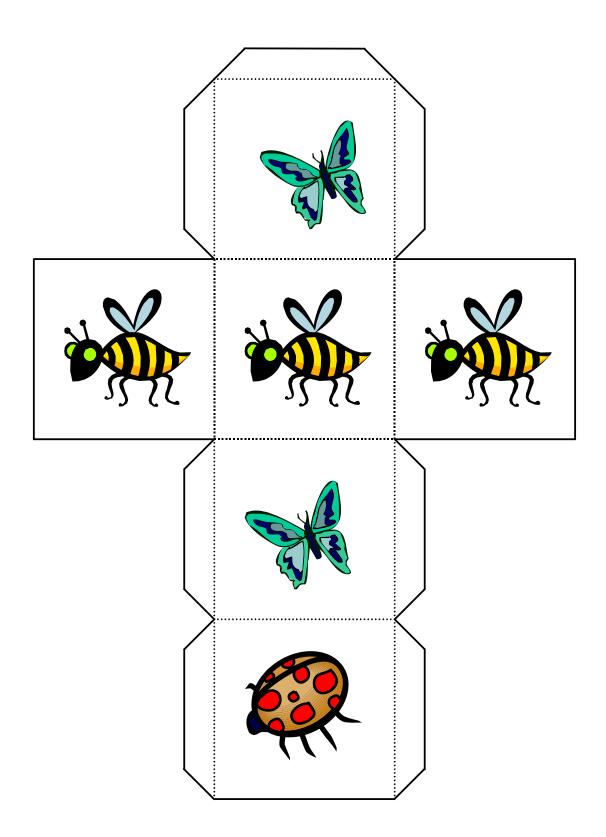
Look at the die carefully and fill in the following chart.

Picture		
Number of sides		

What side is most likely to come up?				
Why?				
What side is least likely to come up?				
Why?				
Grade 2 DMactivity029 covers: D11:explore through simple games and experiments the likelihood that an event may occur				

- D11:explore unough simple games and experiments the likelihood that an event may occur D12:investigate simple probability situations (eg. flipping a coin, tossing dice) D13:use mathematical language (eg. likely, unlikely, probably) in informal discussion to describe probability © Math Wizards, 2003

## **\*\*** Photocopy for students on cardstock.**\*\***



## Data Management & Probability Activity THIRTY



Merlin has given you a special die on the condition that you make a BAR GRAPH showing what you rolled. Roll the die TWENTY times.

12		
11		
10		
9		
8		
7		
6		
5		
4		
3		
2		
1		
	No.	

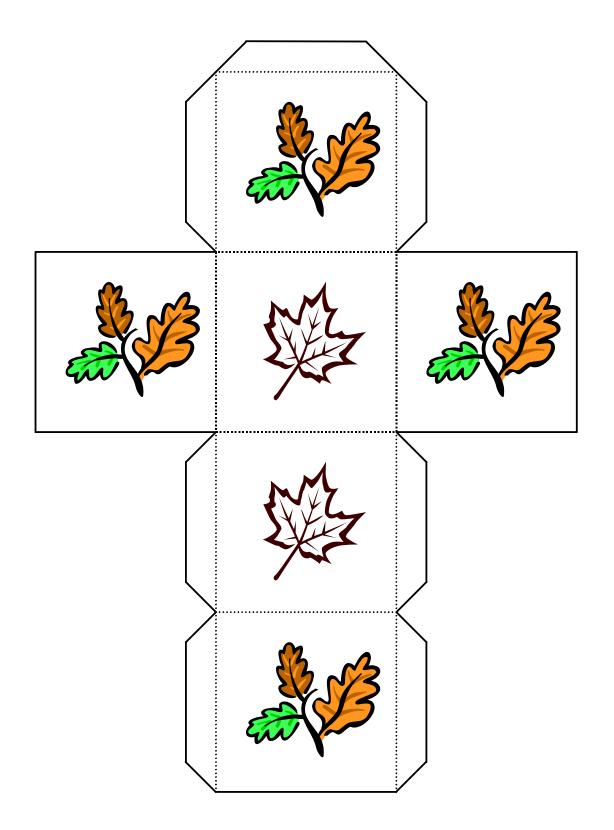
Look at the die carefully and fill in the following chart.

Picture	No.	
Number of sides		

What side is most likely to come up?
Why?
What side is least likely to come up?
Why?
Grade 2 DMactivity030 covers: D11:explore through simple games and experiments the likelihood that an event may occur

- D11: investigate simple probability situations (eg. flipping a coin, tossing dice) D13: use mathematical language (eg. likely, unlikely, probably) in informal discussion to describe probability © Math Wizards, 2003

## **\*\*** Photocopy for students on cardstock.**\***\*



## Data Management & Probability Activity THIRTY-ONE



Merlin has given you a special die on the condition that you make a BAR GRAPH showing what you rolled. Roll the die TWENTY times.

12		
11		
10		
9		
8		
7		
6		
5		
4		
3		
2		
1		
	N.C.	

Look at the die carefully and fill in the following chart.

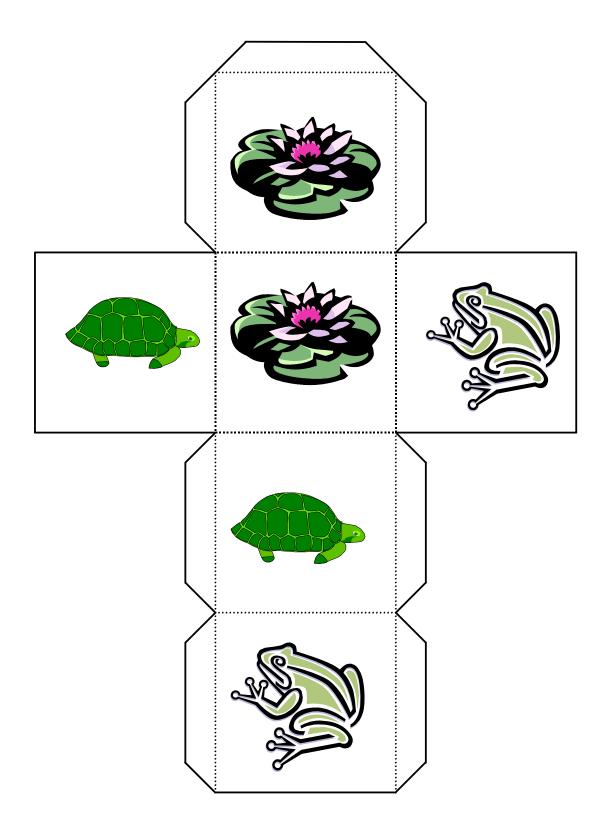
Picture		
Number of sides		

What side is most likely to come up?
Why?
What side is least likely to come up?
Why?
What is special about this die?

- Grade 2 DMactivity031 covers: D11:explore through simple games and experiments the likelihood that an event may occur D12:investigate simple probability situations (eg. flipping a coin, tossing dice) D13:use mathematical language (eg. likely, unlikely, probably) in informal discussion to describe probability

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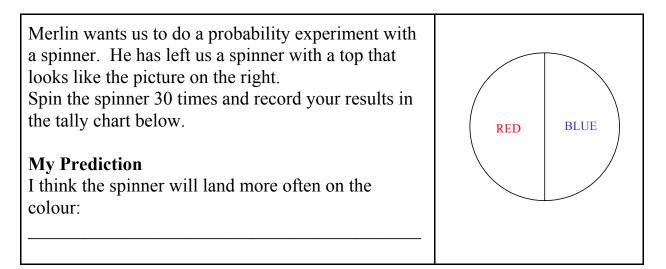
## **\*\*** Photocopy for students on cardstock.**\***\*



## Data Management & Probability Activity THIRTY-TWO



# \*\* Do an example probability experiment with the spinners at the carpet. You will need to have one base and one labelled CD for each student (see materials box for building instructions). \*\*



Colour	Tally
RED	
BLUE	

Complete the following questions:

1) What colour did the spinner land on the most?\_\_\_\_\_

- 2) Did you predict correctly?\_\_\_\_\_
- 3) Is there an equal chance of landing on the red side or the blue side?\_\_\_\_\_
- 4) Why might the spinner land on one side more than the other?

Grade 2 DMactivity032 covers:

D11:explore through simple games and experiments the likelihood that an event may occur

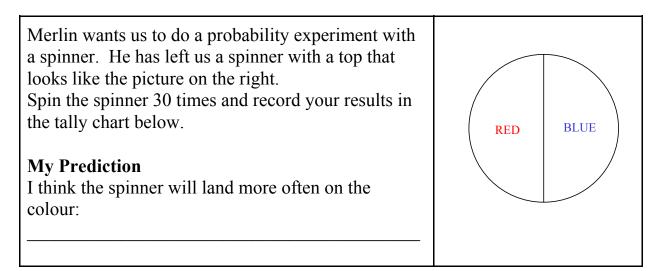
D12:investigate simple probability situations (eg. flipping a coin, tossing a dice)

D13: use mathematical language (eg. likely, unlikely, probably) in informal discussion to describe probability © Math Wizards, 2003

## Data Management & Probability Activity THIRTY-THREE



# \*\* Do an example probability experiment with the spinners at the carpet. You will need to have one base and one labelled CD for each student (see materials box for building instructions). \*\*



Colour	Tally
RED	
BLUE	

Complete the following questions:

1) What colour did the spinner land on the most?\_\_\_\_\_

2) Did you predict correctly?

#### 3) Draw an unfair spinner below and describe why it is unfair

Grade 2 DMactivity033 covers:

D11:explore through simple games and experiments the likelihood that an event may occur

D12:investigate simple probability situations (eg. flipping a coin, tossing a dice)

D13: use mathematical language (eg. likely, unlikely, probably) in informal discussion to describe probability © Math Wizards, 2003