Statistics: Climb, slide or swing?

**(Y2)**

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| To read the most recent version of this sequence, download associated resources, and view embedded professional learning including classroom videos and work samples, visit: [https://resolve.edu.au/teaching-sequences/year-2/statistics-climb-slide-or-swing](https://resolve.edu.au/teaching-sequences/year-2/statistics-climb-slide-or-swing?utm_source=docx&utm_medium=sequence_overview&utm_campaign=climb_slide_swing) |

# Sequence Overview

## About this sequence

Students investigate the problem of designing a class playground that is fun for everyone. They plan, collect, record and analyse survey data to conclude what playground features students would like.

## Australian Curriculum: Mathematics (Year 2)

### Achievement standard

Students use a range of methods to collect, record, represent and interpret categorical data in response to questions.

### Statistics

**AC9M2ST01 -** Acquire data for categorical variables through surveys, observation, experiment and using digital tools; sort data into relevant categories and display data using lists and tables

**AC9M2ST02 -** Create different graphical representations of data using software where appropriate; compare the different representations, identify and describe common and distinctive features in response to questions

# Lessons in this sequence

## Lesson 1 • Designing a playground

Students design a playground that they imagine is fun for everyone.

## Lesson 2 • What’s your favourite activity?

Students conduct a survey to find what each member of the class likes to do in the playground.

## Lesson 3 • Playground data posters

Students represent the survey data as a poster.

## Lesson 4 • Our playground story

Students collect data using a survey. They use the data to design a new playground where everyone can have fun.

## Lesson 5 • A playground for our class

Students compare their imagined and data-informed playground designs to see the impact of the data on their decisions.

## Suggested implementation

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|  | **Week 1** |
| **Monday** | **Lesson 1 • Designing a playground**  Problem   * Playground fun * Playground drawing |
| **Tuesday** | **Lesson 2 • Favourite activities**  Plan & Data   * Sharing and categorising * Surveying our class * Surveying the class again |
| **Wednesday** | **Lesson 3 • Playground data posters**  Data & Analyse   * Organising data * Gallery walk |
| **Thursday** | **Lesson 4 • Our playground story**  Analyse & Conclusion   * Students as data * Telling the story |
| **Friday** | **Lesson 5 • A playground for our class**  Analyse & Conclusion   * Gallery walk * Our data * Our data story |