Waste Audit Follow Up Activity - Mathematics Year 4

Teachers' Notes

This lesson is designed to take place in the ICT suite, as each pair of children will need access to Microsoft Excel 2007. The table of results from the waste audit report will need to be accessed by all children, so perhaps save a copy on your internal server then the children can save a copy on their own computers, and work from this rather than the original!

National Curriculum links Mathematics—Statistics

Pupils should be taught to:

• Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.

Learning Objective:

Select an appropriate graph to represent a series of data from a table.

Activity Outline:

Introduction:

Show children the excel spreadsheet entitled 'First/Second/Third Audit Data' depending on which audit they have completed. Talk to the children about what this table is showing them, and what conclusions they can draw from it. To begin with, the table looks very dense, but talk the children through the different parts of the table; what it shows and what they think about it. Look specifically at the information which shows the amount of each material found in the rubbish.

Main activity:

Children will open the relevant audit tab in the waste audit results document depending on which audit they have done. They can then open the 'Chart' tab, where it will display the standard graph which shows the data found in the table, specifically the types of waste. They then right click on the graph and select 'Change Series Chart Type'. This will then show the different types of graph which can be created using the data. Children will create each different graph, look at how the information is represented, and choose the one they think makes the information clearest.

Feedback to the rest of the class:

Each pair can show the rest of the class their chosen graph using the interactive white board, and explain what their graph shows.

Don't let Devon go to waste