

DATA ANALYSIS & PROBABILITY (Strand E)

Collecting Data (Standard 1)

1. Spier, Peter. *People*. New York: Doubleday, 1980.

This book celebrates the diversity in the human population.

- Survey students about their favorite food, music group, movie star, sport, etc. Use the class results to build circle graphs to describe the interests of the class.

2. Time-Life for Children. *Play Ball: Sports Math*. Alexandria, VA: Time-Life for Children, 1993.

Sports provides the focus for the activities in this book dealing with computation, graphs, reasoning, statistics, and measurement.

- Have students collect sports data on their favorite sports activities. How might they display data to illustrate similarities and differences between teams?

Basic Probability (Standard 2)

3. Holtzman, Caren. *No Fair!* New York: Scholastic, Inc., 1997.

Fairness in games is illustrated by two children.

- Have students discuss the fairness of different games and the strategies people use to win. Have students design a game that would not be fair to all players. Then have them design a game that would be fair to all.

4. Moscovich, Ivan. *Probability games and other activities*. New York: Workman Publishing, 2000.

A variety of simple games to illustrate probability concepts are provided.

- Have students play the games described in the book and describe the results.