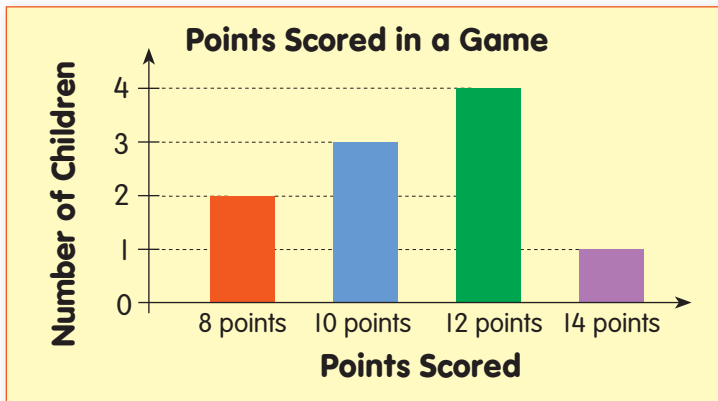


## 2 Organising and Interpreting Data

**A** Recognise and determine the frequency, mode, maximum and minimum values, range and average

### Example 1

The bar graph below shows the points scored by 10 children in a game.



Using the information from the bar graph, construct a data table. Then, answer the following questions.

Points scored	Number of children
8 points	2
10 points	3
12 points	4
14 points	1

(a) How many children scored 10 points?

There are **3 children** who scored 10 points.  
**3** is the **frequency** for 10 points.

**Frequency** for 10 points is the **number of children** who scored 10 points.



How Many of Us?  
Thinking Game