

Graph Guessers

Use graph evidence for conclusions and predictions.

GRADE 2 • 2.PS.1.e.ii

2.PS.1.e.ii "Excerpt: draw conclusions about the data and make predictions based on the data."

NAME _____

DATE _____

Try the idea

A conclusion tells what these data show. A prediction tells what may happen later. Give graph evidence. A prediction can turn out differently.

Try it together

What conclusion can we draw from this class vote?

Story Vote

Choice / Pictures

Animals ● ● ● ●

Space ● ●

● Key: 1 circle = 1 vote

Each circle means one vote. Animals has 4 votes and Space has 2. More children chose Animals than Space.

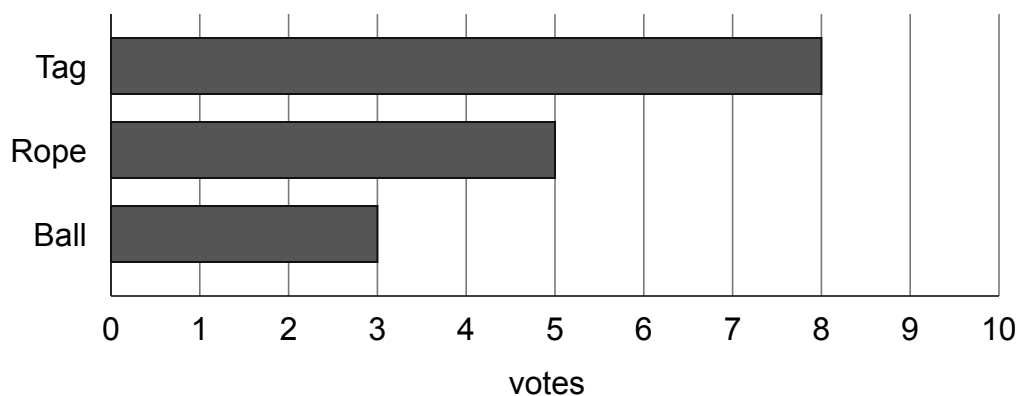
Read each task with an adult if needed. Write short answers with units. Explain your thinking aloud.

1. Read the choices

Use this graph. Which game was most popular in this vote? Give its count and one comparison.

Recess Vote

Choice

**2. Predict a new vote**

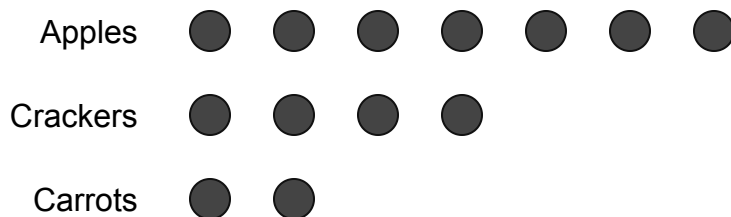
Look back at the Recess Vote in task 1. The same class votes tomorrow. Predict the most popular game and give graph evidence. Say why it is not certain.

3. Plan the snack

Use the pictograph. Which snack should the class prepare most of if it follows these votes? Give two counts to explain.

Snack Vote

Choice / Pictures



● Key: 1 circle = 1 vote

4. Use the evidence carefully

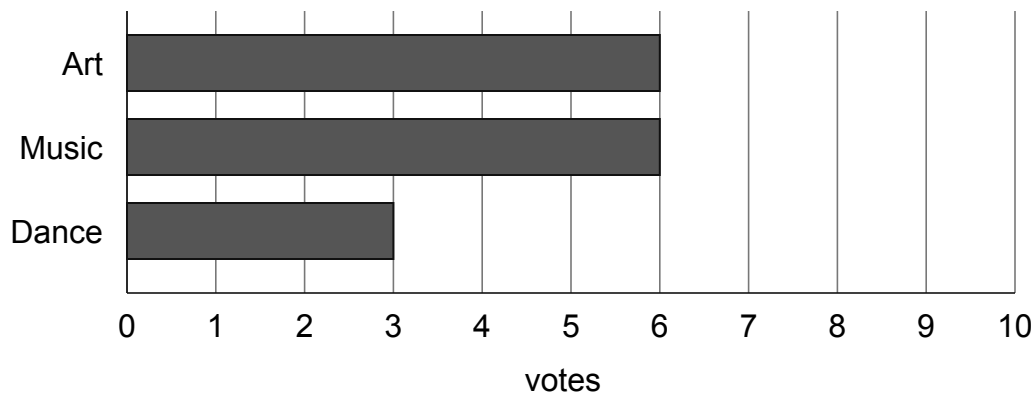
Look back at task 3. A child says nobody in another class will choose carrots. Does this graph prove that? Give a reason.

5. A tie in the data

What can you conclude about the top choices in this graph? Use both counts.

Club Vote

Choice

**6. Predict after a tie**

Look back at task 5. Predict which club may lead in the next vote. Explain what the tie lets you say and what you cannot know.

7. A changed choice

Tomorrow Tag is unavailable. Look back at task 1. Predict whether Rope or Ball may get more votes. Give the two counts that support your prediction. Can you know tomorrow's exact vote counts?

TEACHER NOTES

Each graph is a separate class vote. Circle key is one vote per symbol; bars start at zero on equal intervals. Accept any reasonable prediction supported by specific data and uncertainty. Tasks referring back name their source explicitly. Adult read-aloud and oral explanations are permitted; short written conclusions and predictions remain required.

TASK 1

Tag: 8 votes. Tag has 3 more than Rope or 5 more than Ball.

TASK 2

Tag may win because it had the most votes, 8. Children may change their choices.

TASK 3

Apples: 7 votes, compared with Crackers 4 and Carrots 2.

TASK 4

No. It records this class only. Two children here chose carrots; another class may vote differently.

TASK 5

Art and Music are tied at 6 votes each; both have more than Dance with 3. Read both bars against the same zero-based scale.

TASK 6

Art or Music may lead; each had 6 votes. The graph does not tell which will win next time. A tie supplies no evidence favoring Art over Music in a later vote.

TASK 7

Rope may get more: it had 5 votes and Ball had 3. No; the graph cannot give tomorrow's exact counts, and children may change choices.