

# Electronic Excess?

**You need**

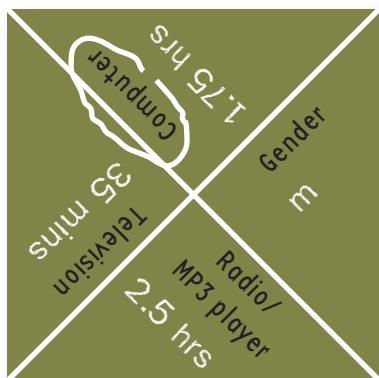
- ★ a copy of the data cards (see copymaster)
- ★ a computer spreadsheet/graphing program (optional)
- ★ classmates

## Activity

The students in Ani's year 7 class are doing a snapshot survey to find out how much time they spend on electronic entertainment.

For 24 hours, on Wednesday that week, each class member keeps a record of the time they spend watching TV, using a computer (or a game console) for entertainment purposes, or listening to the radio or an MP3 player.

On Thursday, they transfer this information to a data card like the one below, add their gender, and circle their favourite form of e-entertainment.



1.
  - a. Choose one of the variables on the data cards (for example, time spent watching TV) and arrange the cards so that you can investigate the data. Make statements about what the data cards show for this variable.
  - b. Repeat the process for a second variable.
  - c. Make one or more statements that involve both the variables.
2. Here are 3 investigative questions that Ani's class wanted to answer from their data:
  - i. How much time do class members typically spend listening to the radio or an MP3 player?
  - ii. Do class members typically spend more time playing on the computer or watching TV?
  - iii. How (if at all) is choice of e-entertainment influenced by gender?
  - a. With a classmate, answer the 3 questions. In each case, create a graph or graphs that can help you.
  - b. Discuss your findings with another pair of classmates. Can you reach agreement?



**Focus**

Finding relationships between two variables