Getting Better

Gala-Level 2-3



You need Z a calculator (optional)

Z square grid paper

Activity

1.

At the ball-throwing stall, people try to throw balls into numbered buckets. Some balls miss the buckets. They don't count in the score. The score from a game is the total of the numbers on the buckets that the balls land in.

Here are Emma's scores for her first four games: 23, 27, 31, and 35.

- She notices a pattern in the scores. What is it? a.
- If her throwing continues like this, what will her next two b. scores be?

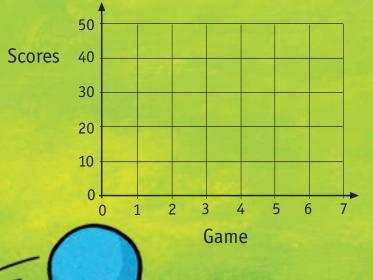
Kenny keeps a record of his scores. They are 6, 11, 17, and 24.

- What is his pattern? a.
- b. What will his next two scores be if he continues like this?

Finding and continuing a rule

Copy the graph onto square a. grid paper. Graph the two students' scores on a line graph. Use a different colour for each student. Use a key to show who the colours belong to.

Extend the lines on your b. graph to predict Emma's and Kenny's scores for game 7. Who will get the highest score?



Students' Ball-throwing Scores

