

## Changing Student Performance - Part 1

A teacher, Mr. Ganong decided to perform an experiment in which he threw candy at students to try to improve their performance. His results are shown below:

Jimbo got 90% in math and received 4 candies

Betty-Sue got 2 candies and her math mark was 50%

Betty-Ann got 30% in math and received 1 candy.

Bubba got 3 candies and ended up with 70% in math.

1. Organize the data into a chart.
2. Graph the data. Call this graph 1.
3. Construct a bar graph to compare the boys to the girls. Call this graph 2.
4. Describe a situation in which a line graph is the best type of graph while in others a bar graph is best.
5. Use Graph 1 to determine the rate of change.
6. Use Graph 1 to predict the number of candies that would result in a student grade of 100%.
7. Predict the grade you would expect from a student who received no candies.