



Grades K - 4



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Guide for Using The Graph Club® with a Projector or Whiteboard

The Graph Club is an innovative, easy-to-use software tool for creating, exploring, interpreting, and printing graphs. The program's friendly, hands-on environment helps young students make the transition from graphing with manipulatives to graphing in the abstract. You can use this versatile and effective tool across all curriculum areas.

The Graph Club lends itself to projector/whiteboard use whether modeling a lesson, collaborating with a whole class or showcasing student graphs! When using *The Graph Club* on a projector or interactive whiteboard, you can:

- Enhance any lesson with large, visual data formats: picture, bar, circle, and line graphs, and tables
- Select from dozens of ready-made graphs or build your own graphs to support whole class instruction
- Model mathematical communication skills with the digital notebook and audio recorder to describe data
- Teach students step-by-step skills for creating graphs, from collecting data to presenting final graphs

Instructional Focus

- **MATH**
 - Organizing data in a graph
 - Interpreting data
 - Sorting, counting, and measurement
 - Fractions, decimals, and percentages
- **SCIENCE**
 - Collecting data through observation
 - Interpreting data from experiments
 - Comparing data and detecting patterns
- **SOCIAL STUDIES**
 - Collecting data through surveys
 - Interpreting graphs of community, historical, and economic data
- **LANGUAGE ARTS**
 - Interpreting and explaining graphs orally and in writing
 - Communicating ideas

Learning Activity

Tips for using projector/whiteboard:

Before you start, set up some preferences

- Set preference to show computer desktop for easy switching between applications (Teacher menu)
- Enter student names and groups for Pick Student feature (Teacher menu)

Model the Beginner Use of *The Graph Club* for your class

Grade Levels: K-2

Suggestion: Use a ready-made graph in the program's Math folder, such as the Favorite Flavor Survey.



Have a class discussion about the purpose of *The Graph Club* and how your class will use it



Demonstrate how to create a graph, add data to it and display the five different graphical representations



Open a digital notebook or document to record graphing vocabulary (graph, survey, data, symbol)



Call on students with software's Pick Student feature



Invite student pairs to the whiteboard/computer to add data to the class graph



Show students how to use the program's notebook tool to describe the class graph



Extension: Distribute the survey worksheet from the Teacher's Guide to have students create surveys of their own

Model the Intermediate Use of *The Graph Club* for your class

Grade Levels: 3-4

Suggestion: Use a ready-made graph in the Math folder, titled What Makes a Good Bar Graph?



Demonstrate how to *Create Graphs* using the animated tutorial that comes with the program



Open a digital notebook or document to record new graphing vocabulary (scale, label, interpretation)



Distribute the *Sample Bar Graph* handout from the Teacher's Guide to direct students throughout the lesson.



Project the graph *What Makes a Good Bar Graph?*



Open a digital notebook or document to record student comparisons of the projected graph with the bar graph handout



Call on students with software's Pick Student feature



Invite students to the whiteboard/computer to make changes to improve the graph



Use whiteboard tools (spotlight, zoom, marker) to discuss and clarify features of the bar graph









continued on next page

Learning Activity



Model the Advanced Use of The Graph Club for your class

Suggestion: Use a ready-made graph in the Social Studies folder, titled Survey-Community Issue.



Tips for using projector/whiteboard:

-  Review how to use *The Graph Club* by projecting the animated tutorial that comes with the program
-  Open a digital notebook or document to record students' ideas of what makes a good graphical representation of data (appropriate scale, title, graph type, description, etc.)
-  Distribute the *Student Graph Checklist* handout from the Teacher's Guide (1 per student)
-  Project the graph *Survey-Community Issue* and take a survey of an issue in your classroom community
-  Call on students with software's Pick Student feature
-  Invite student pairs to the whiteboard/computer to change symbols, create a title, add data, insert labels, choose a graph, etc.
-  Have students assess the class work individually by using the *Student Graph Checklist* at their seats
-  As a class use the program's on-screen notebook to interpret the data by explaining relationships, making predictions, or asking questions

Use graphs to support whole class interdisciplinary lessons, integrating graphs with science, social studies, and language arts

-  Choose a ready-made activity from The Graph Club Collection to teach specific science, social studies, or language arts lessons
-  Before a lesson, prepare a partial or complete graph on the lesson topic and use the graph during instruction

Student Showcase and Presentation

-  Invite students to share their own graphs using a projector/whiteboard
-  Allow time for question and answer