

## Active Graphs

### Overview

Track your movements with jumping and leaping graphs!

### Illinois Learning Standards

#### Early Learning Standards:

**6.C.ECb:** Connect numbers to quantities they represent using physical models and representations.

**6.D.EC:** Make comparisons of quantities.

**19.A.ECa:** Engage in active play using gross motor skills.

**21.A.EC:** Follow rules and procedures when participating in group physical activities.

### Materials

Butcher paper

Masking tape

Stickers

Washable ink pads

### Instructions

#### Procedure A: Charting

1. Using a large piece of butcher paper, create a large true-to-life chart with vertical distance marked along the vertical edge. Draw lines across the paper at each foot or other preferred increment.
2. Using a washable stamp pad, apply ink to students' hands or fingers.
3. One at a time, have each student jump as high as they can and touch their hand to the chart.
4. Review results: *how many students left finger prints between three and four feet? How many students left fingerprints higher than four feet?*
5. Try again using different motions like stretching or reaching.

## Procedure B: Graphing

1. Using masking tape, mark six feet of distance on the floor (noting every foot or half as you prefer.)
2. Create a large graph on butcher paper, marking numbers from one – 20 on the y axis and feet from one to six on the x axis to create the outline for a bar graph. Draw lines across the entire graph to create cells.
3. One at a time, students jump as far as they can along the masking tape, making note of how far they jumped.
4. Then, each finds the matching distance on the graph and adds a sticker to the cell above it. If the cell immediately above is full, they should put it in the next empty one above.
5. Review results: *how many students jumped four feet? Which distance did the most students jump?*
6. Try again using different motions like stretching or reaching.