

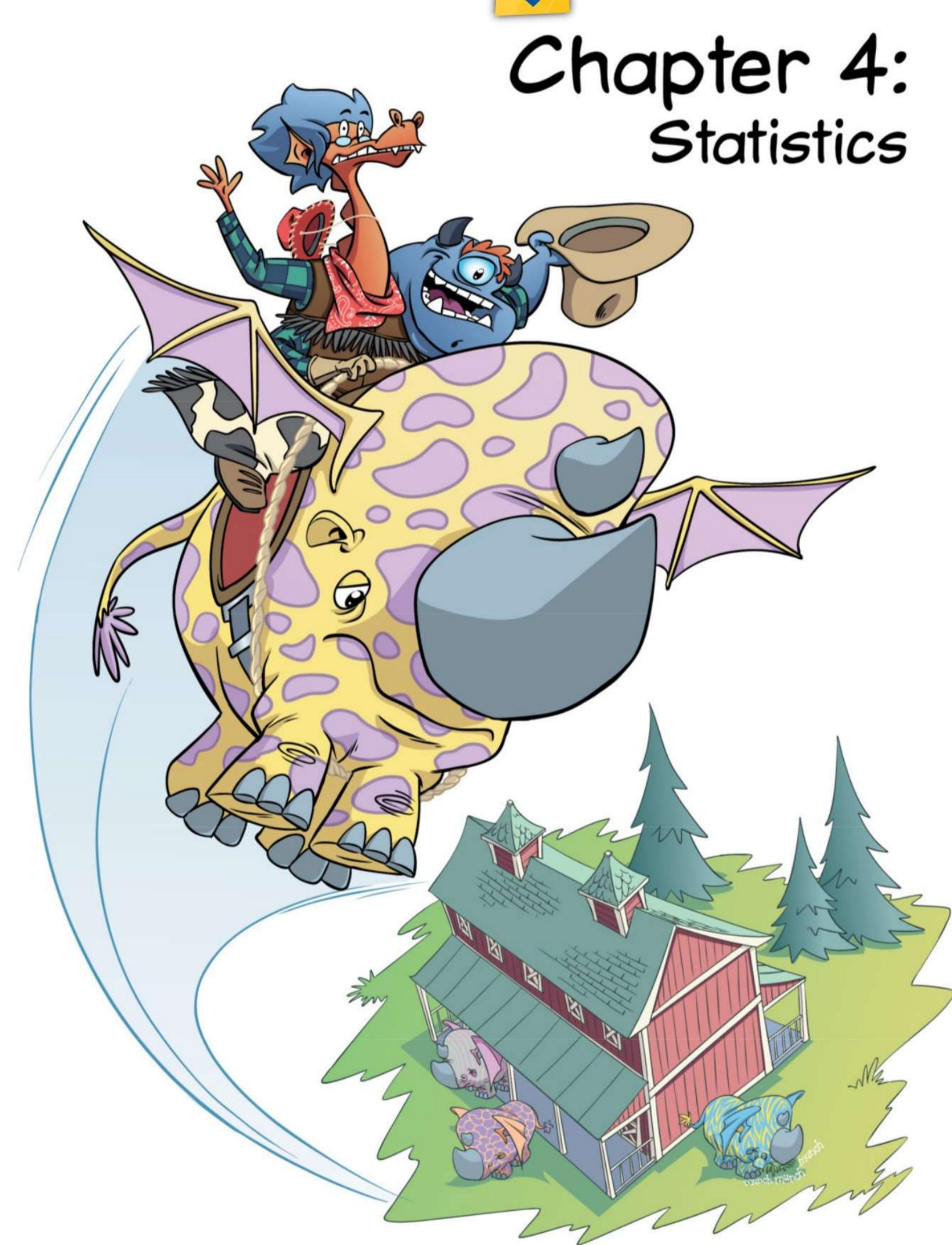
Contents: Chapter 4

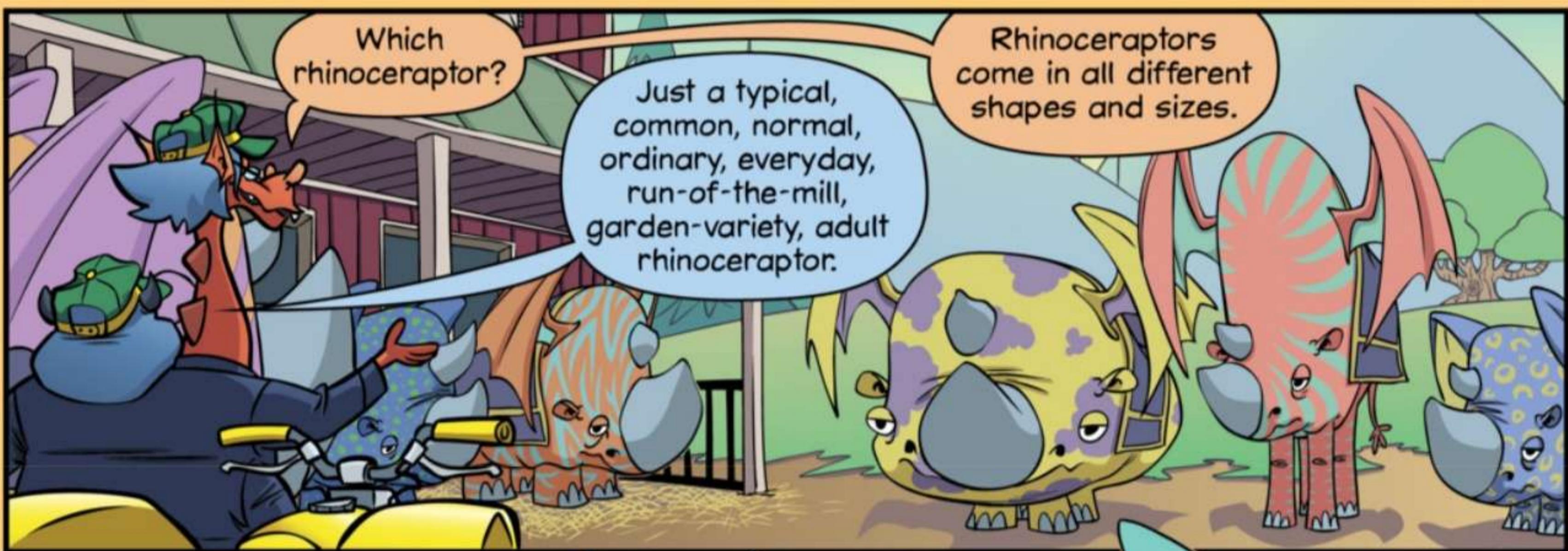
Click the Play List tab in the top-left to view a recommended reading/practice sequence.

	The Middle How much does a run-of-the-mill adult rhinoceraptor weigh?	14
	Average What does the average tell us about a list of numbers?	20
	Averaging What is the average weight of ten 3-gram pearls and thirty 11-gram pearls?	26
	Range & Mode Can you make two different lists that have exactly the same median and the same average?	34
R	Stat Stumped In Stat Stumped, is it possible for a group of cards to have a mean of 2 and a median of 3?	41

Chapter 4:

Statistics









Name:	Feed:
Herb	76 lbs
Jarvis	90 lbs
Bob	93 lbs
Curt	119 lbs
Mort	123 lbs
Clive	164 lbs

Hmmm... There isn't one middle number.

There are **two** middle numbers.

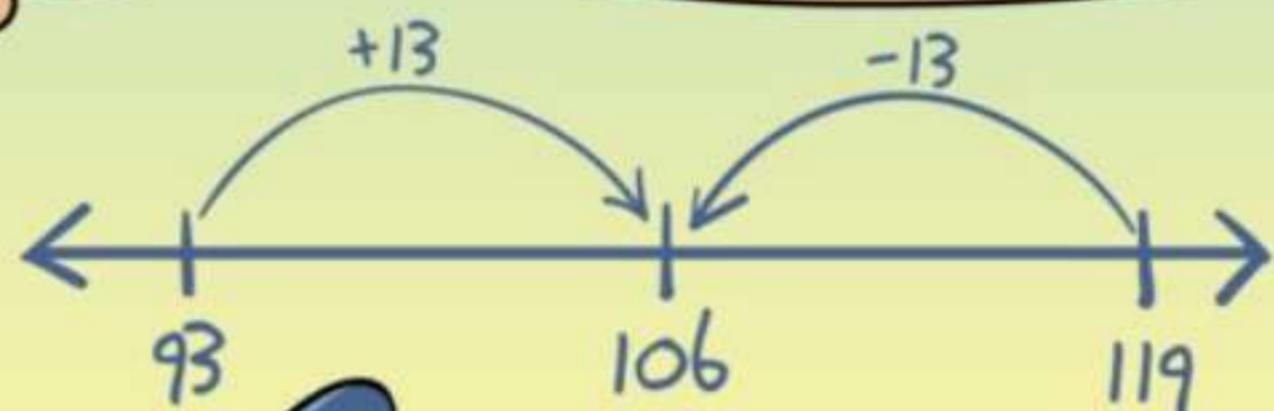
In that case, the **median** is the number halfway between the two middle numbers.

Let's see. The difference between 93 and 119 is $119 - 93 = 26$. We can split this difference in half: $26 \div 2 = 13$.

If we add this to 93, or subtract it from 119, we get 106. So, 106 is halfway between 93 and 119.

Is there another way?

To find the number halfway between two numbers, we add the two numbers and then divide the result by 2.



So, to find the number halfway between 93 and 119, we divide $(93+119)$ by 2?

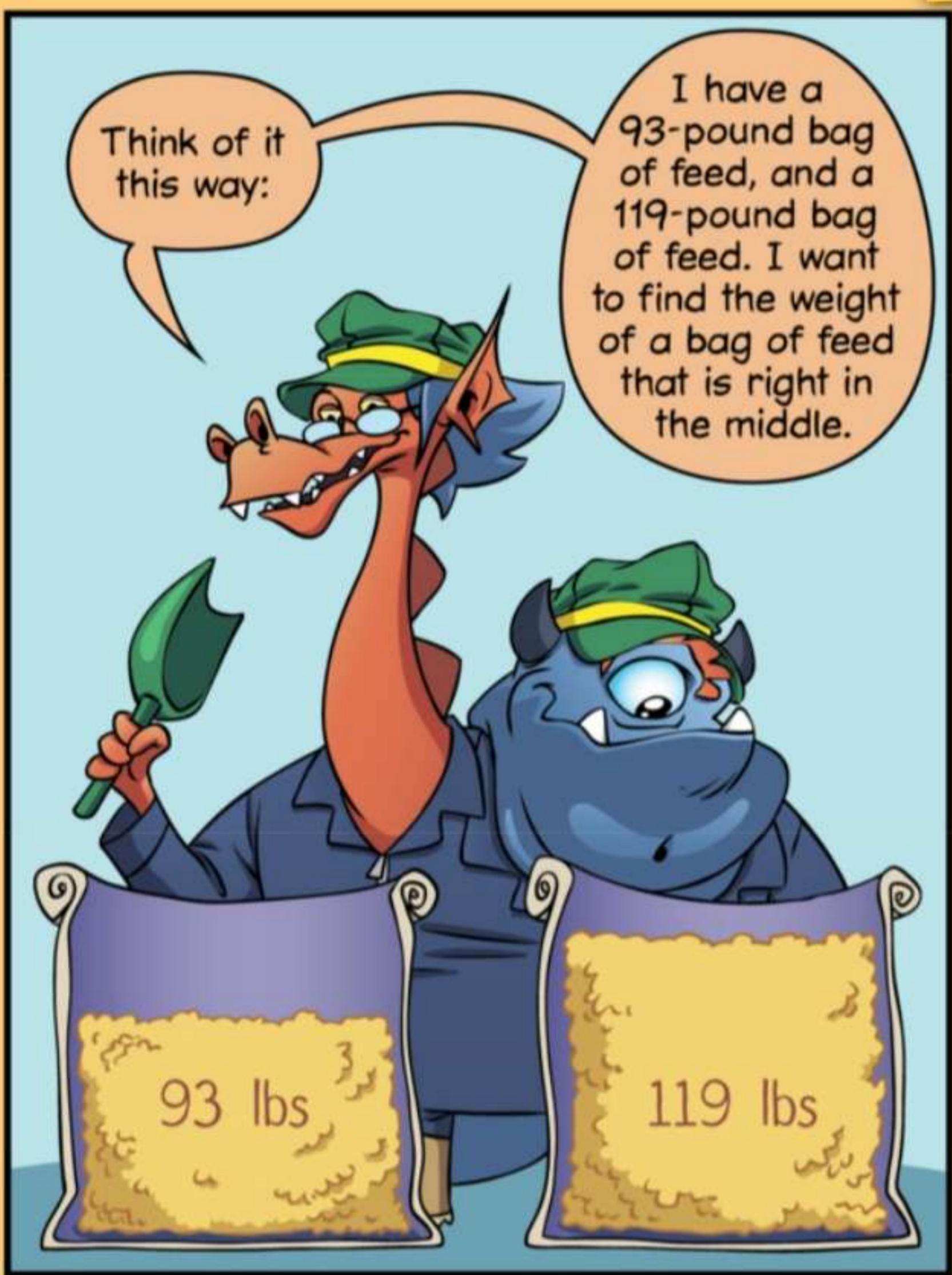
Yep.
 $93+119 = 212$.

And
 $212 \div 2 = 106$.

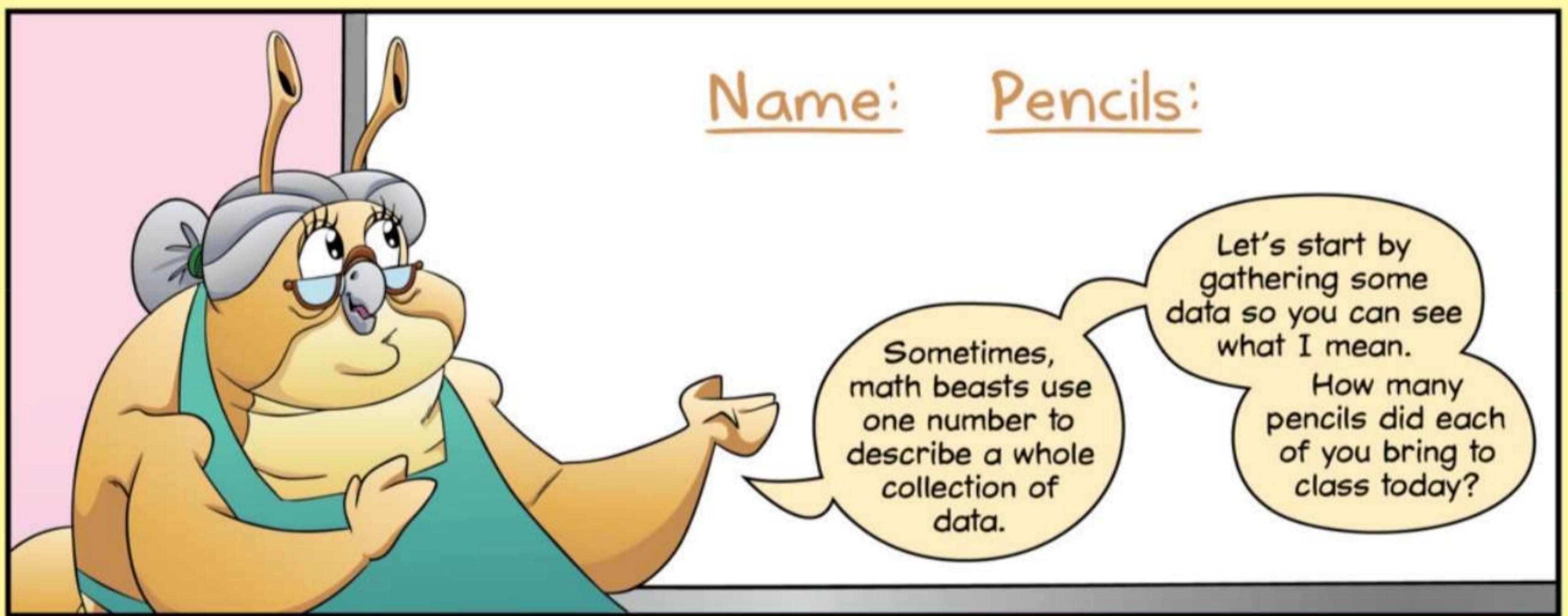
$$\frac{93+119}{2} = \frac{212}{2} = 106$$

Cool.
106 is 13 away from 93 and 13 away from 119.

Why did that work?







We have 42 pencils all together.



Name: Pencils:

Ralph	1
Winnie	1
Cammie	2
Lizzie	3
Alex	10
Plunk	11
Grogg	14
Total	= 42

$$42 \div 7 = 6 \text{ each}$$

If we divide them equally, we will each have 6 pencils.



Adding all of the numbers in a list and then dividing by the number of numbers gives us their **mean**.



The mean is usually called the **average**.

So, the **average** number of pencils each monster brought to class today is 6.

IN THIS BOOK, "AVERAGE" ALWAYS REFERS TO THE MEAN FOR A SET OF DATA.

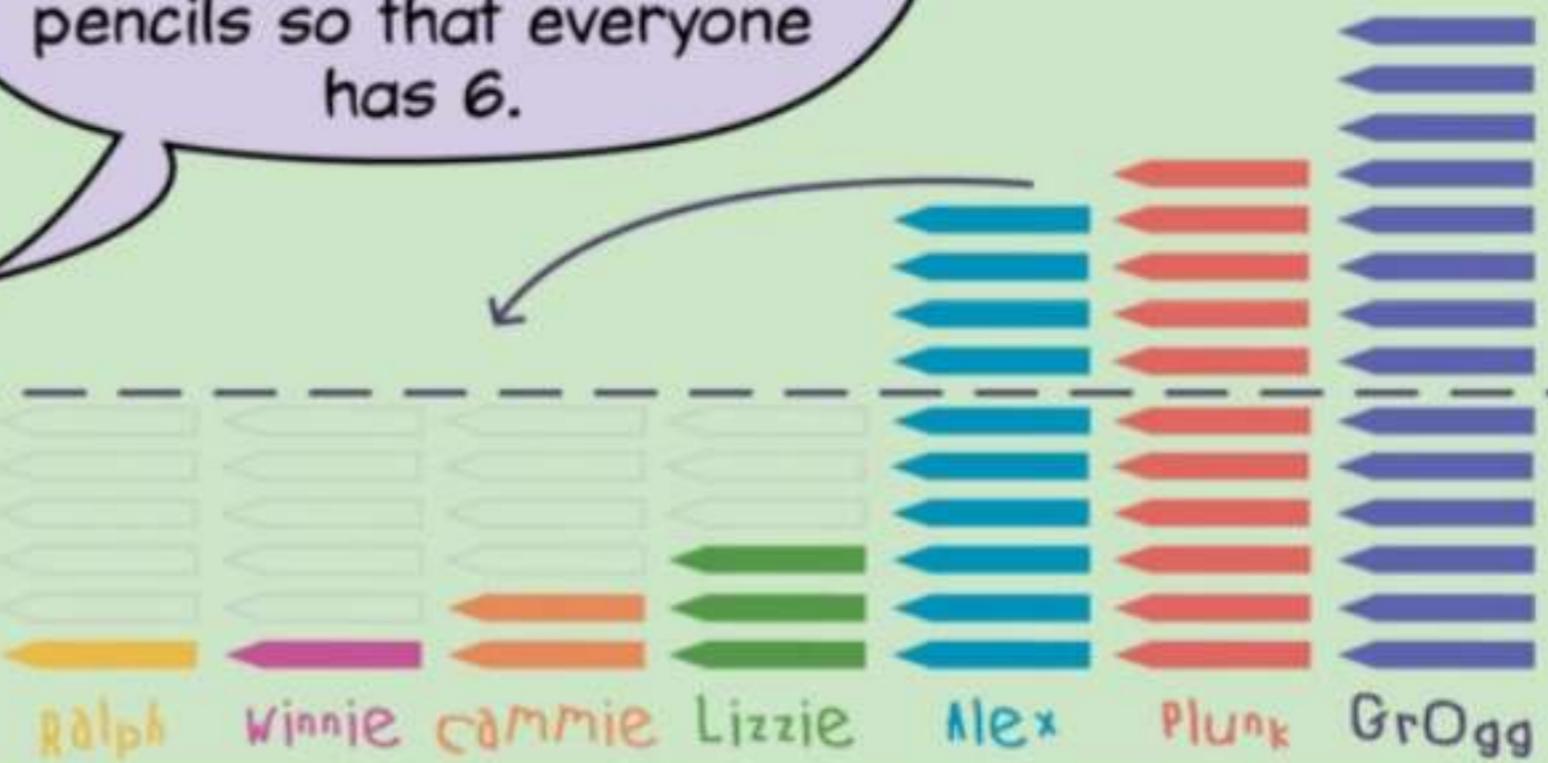
Very good.
To find the **average** of a list of numbers, you add them all, then divide by how many numbers there are.



What does the average tell us about a list of numbers?

The average is the number each monster gets when the total is shared equally.

Alex, Plunk, and I can give Ralph, Winnie, Cammie, and Lizzie enough pencils so that everyone has 6.



That's because the total number of pencils that Alex, Plunk, and Grogg have above the average...

$$4+5+8=17$$

Ralph Winnie Cammie Lizzie Alex Plunk GrOgg

...equals the total number of pencils that Winnie, Ralph, Cammie and I need to reach the average.

$$5+5+4+3=17$$

Ralph Winnie Cammie Lizzie Alex Plunk GrOgg

The average is the number that could replace every number in a group...

Ralph	1	6
Winnie	1	6
Cammie	2	6
Lizzie	3	6
Alex	10	6
Plunk	11	6
Grogg	$\frac{+14}{42}$	$\frac{+6}{42}$

...without changing their sum.





We can subtract the average from each number to find its difference from the average.

For example, I have **5 less** than the average...

Difference from the average:

Ralph	1	6	-5
Winnie	1	6	-5
Cammie	2	6	-4
Lizzie	3	6	-3
Alex	10	6	+4
Plunk	11	6	+5
Grogg	$\frac{+14}{42}$	$\frac{+6}{42}$	+8

...Lizzie has **3 less** than the average...

...but Grogg has **8 more** than the average.

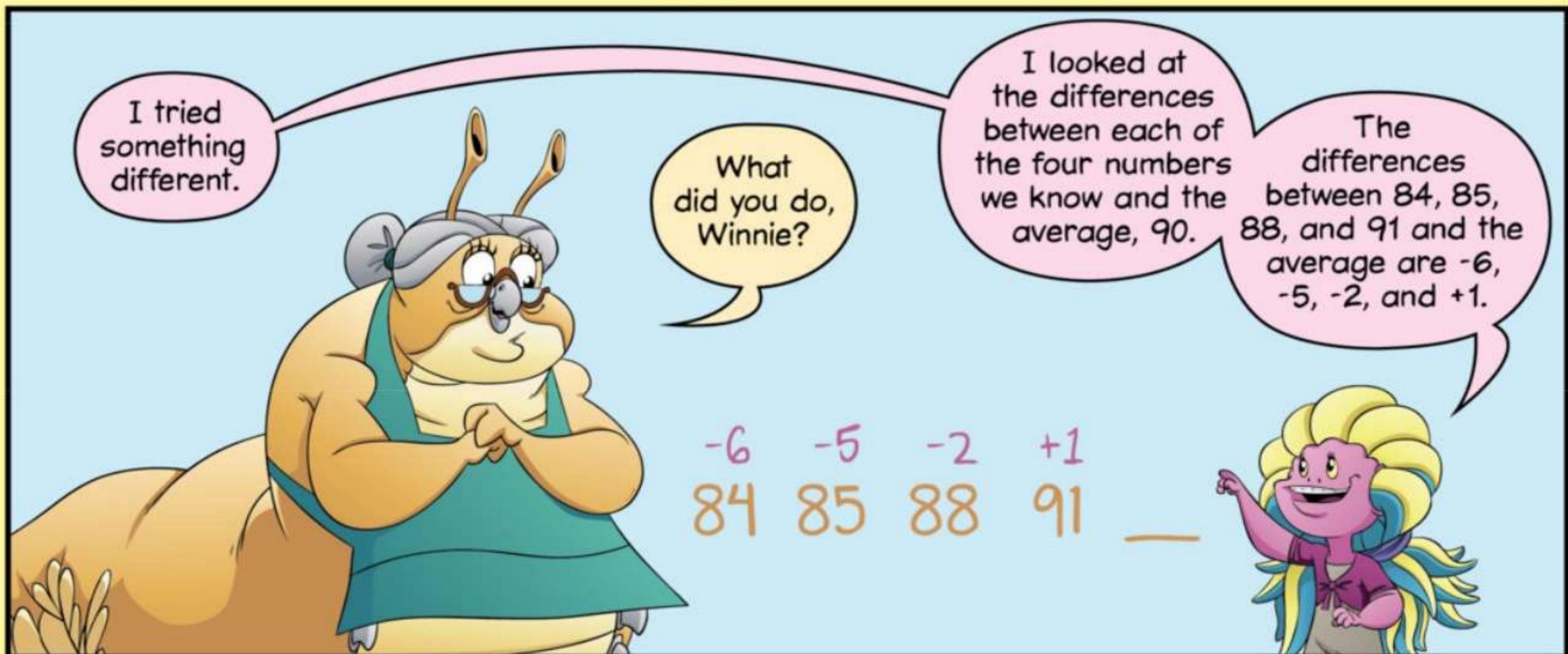
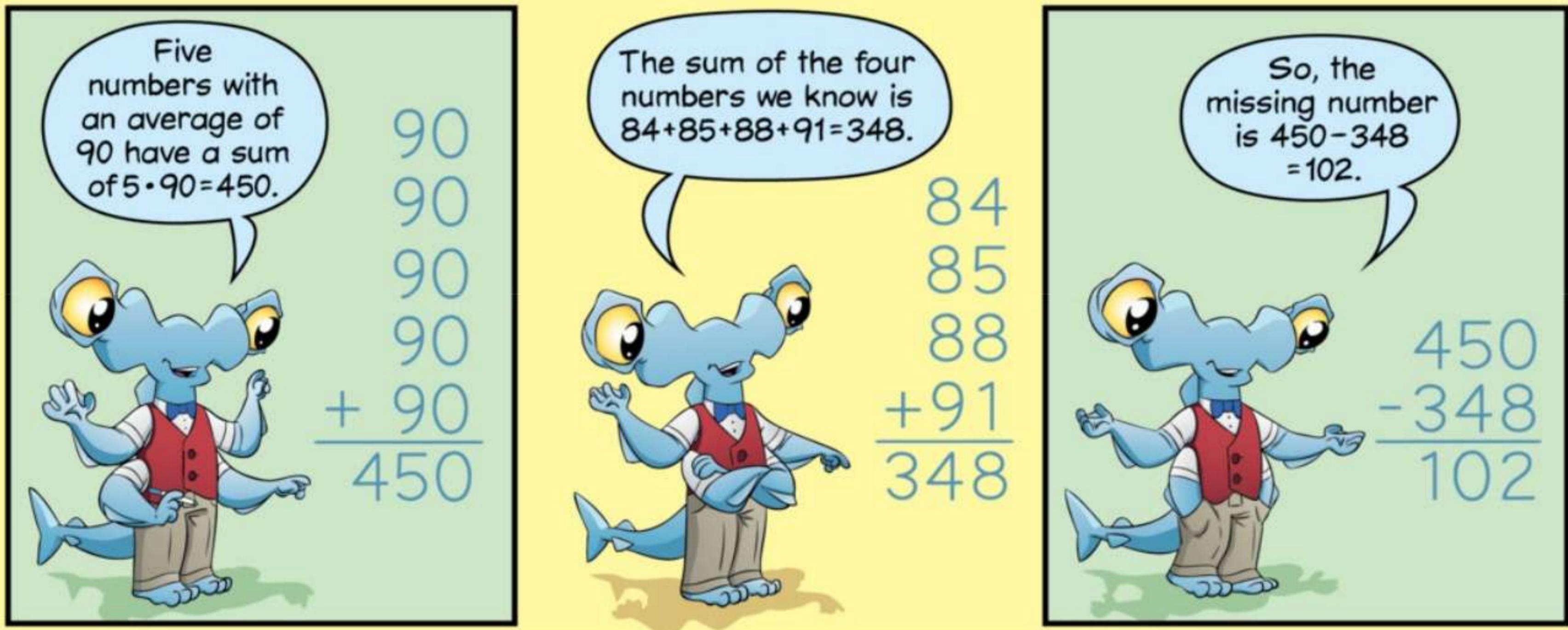
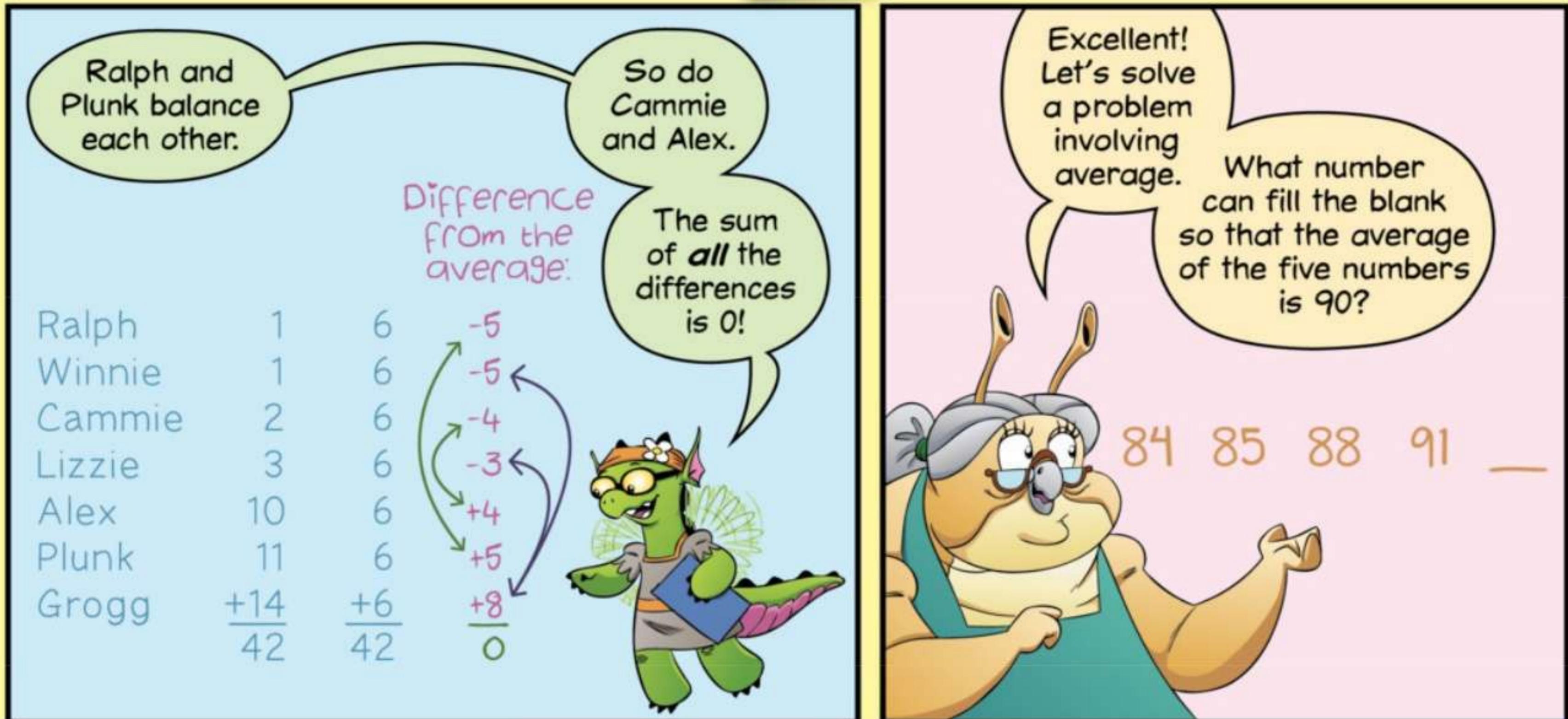
The numbers **above** the average balance the numbers **below** the average.

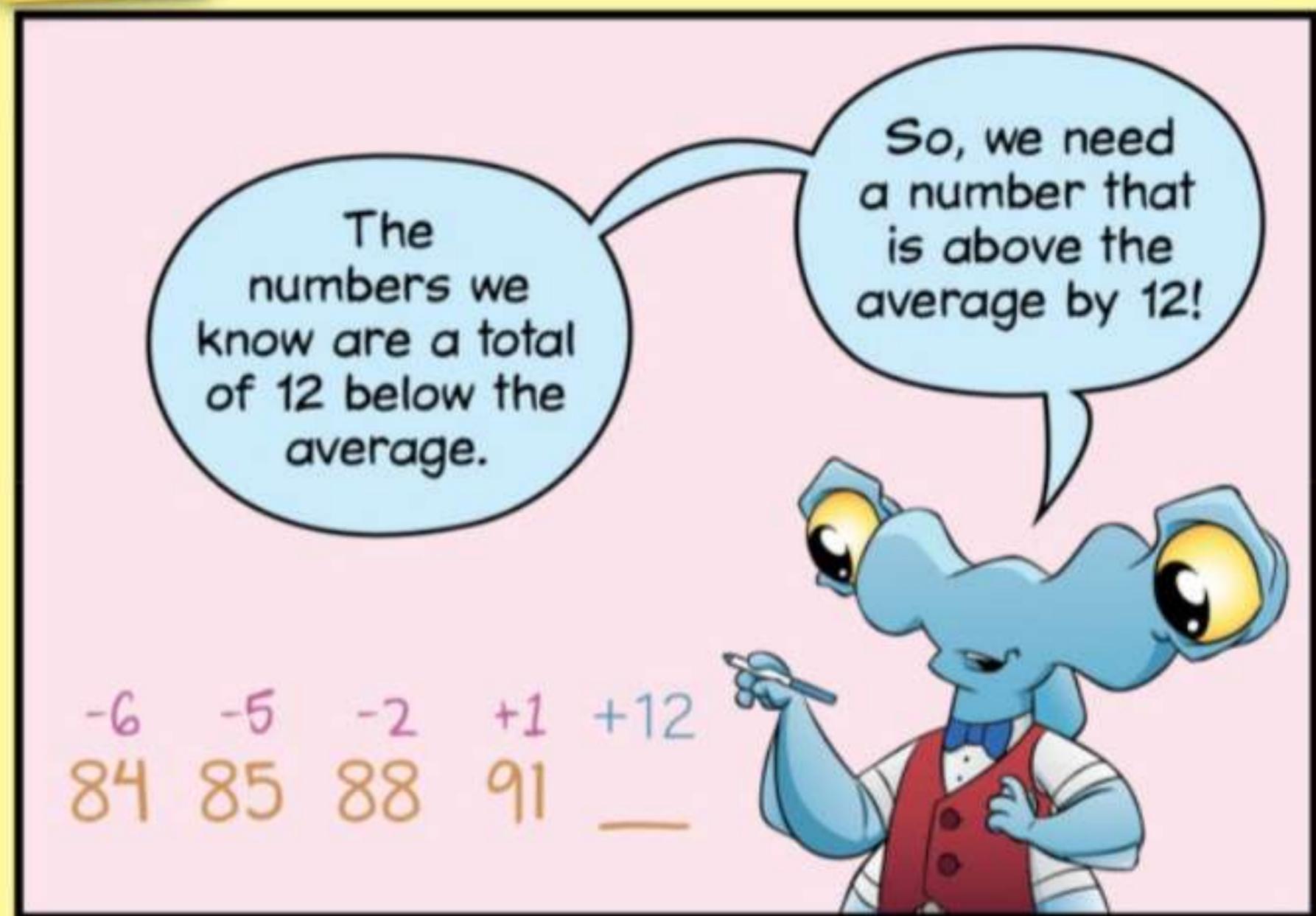
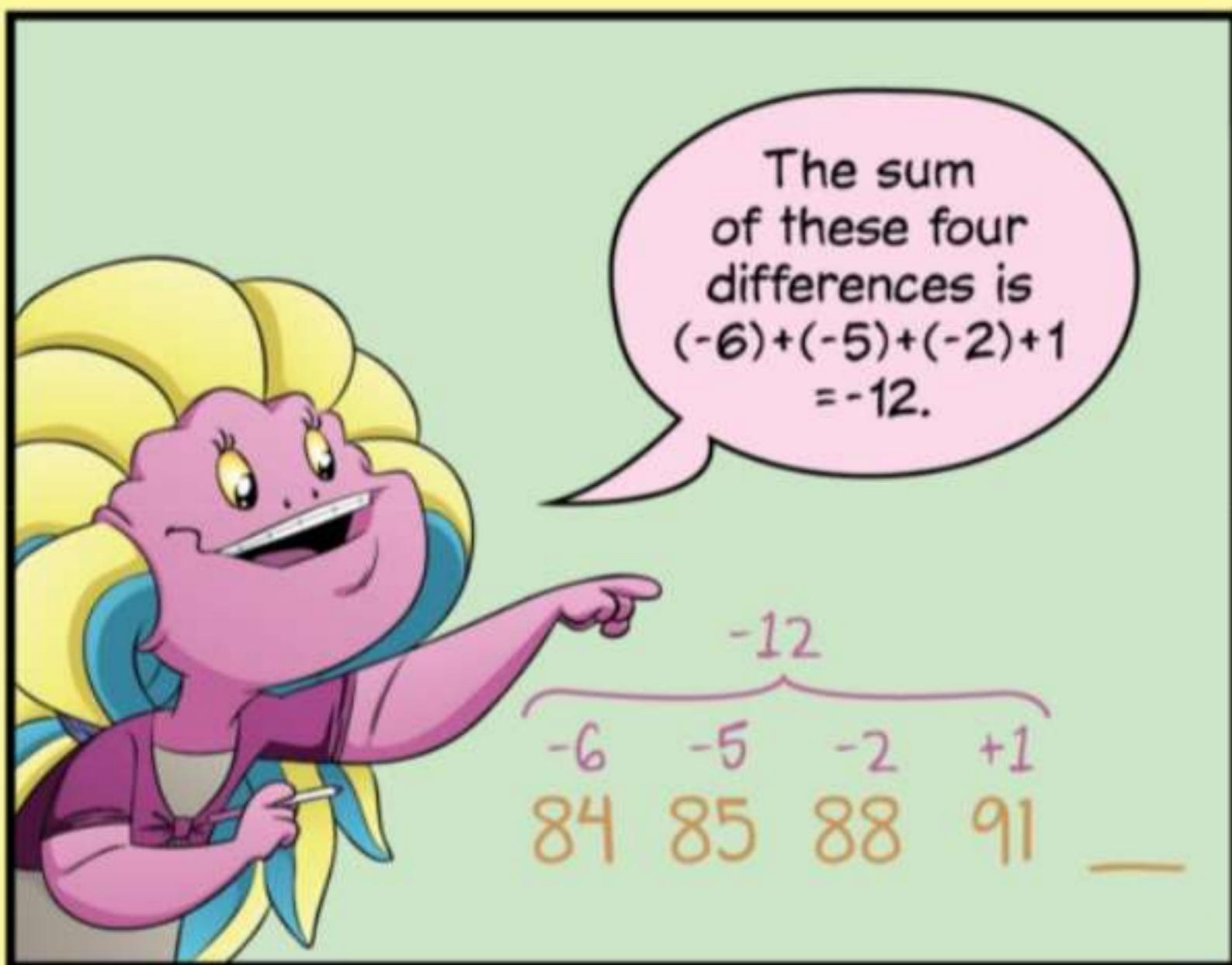
I see.

Difference from the average:

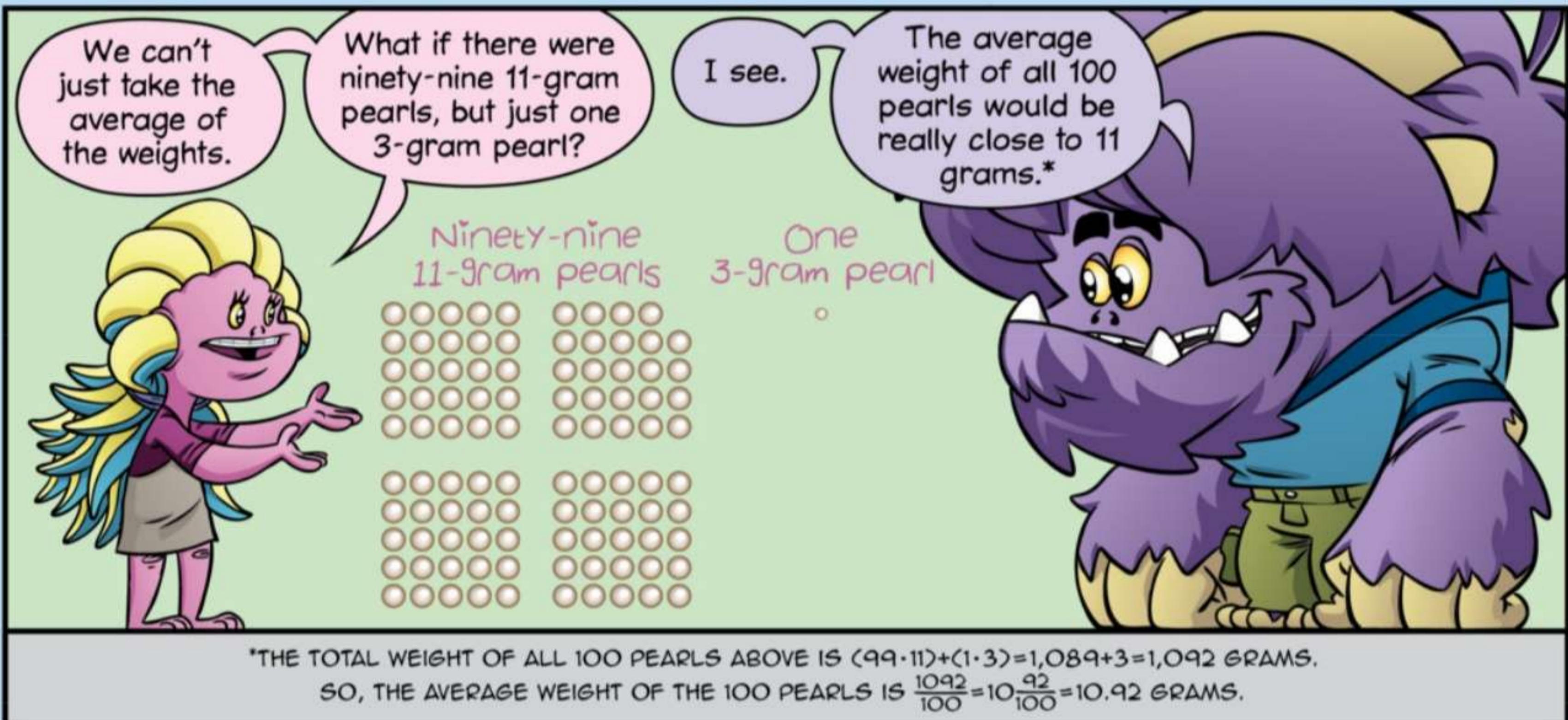
Ralph	1	6	-5
Winnie	1	6	-5
Cammie	2	6	-4
Lizzie	3	6	-3
Alex	10	6	+4
Plunk	11	6	+5
Grogg	$\frac{+14}{42}$	$\frac{+6}{42}$	+8

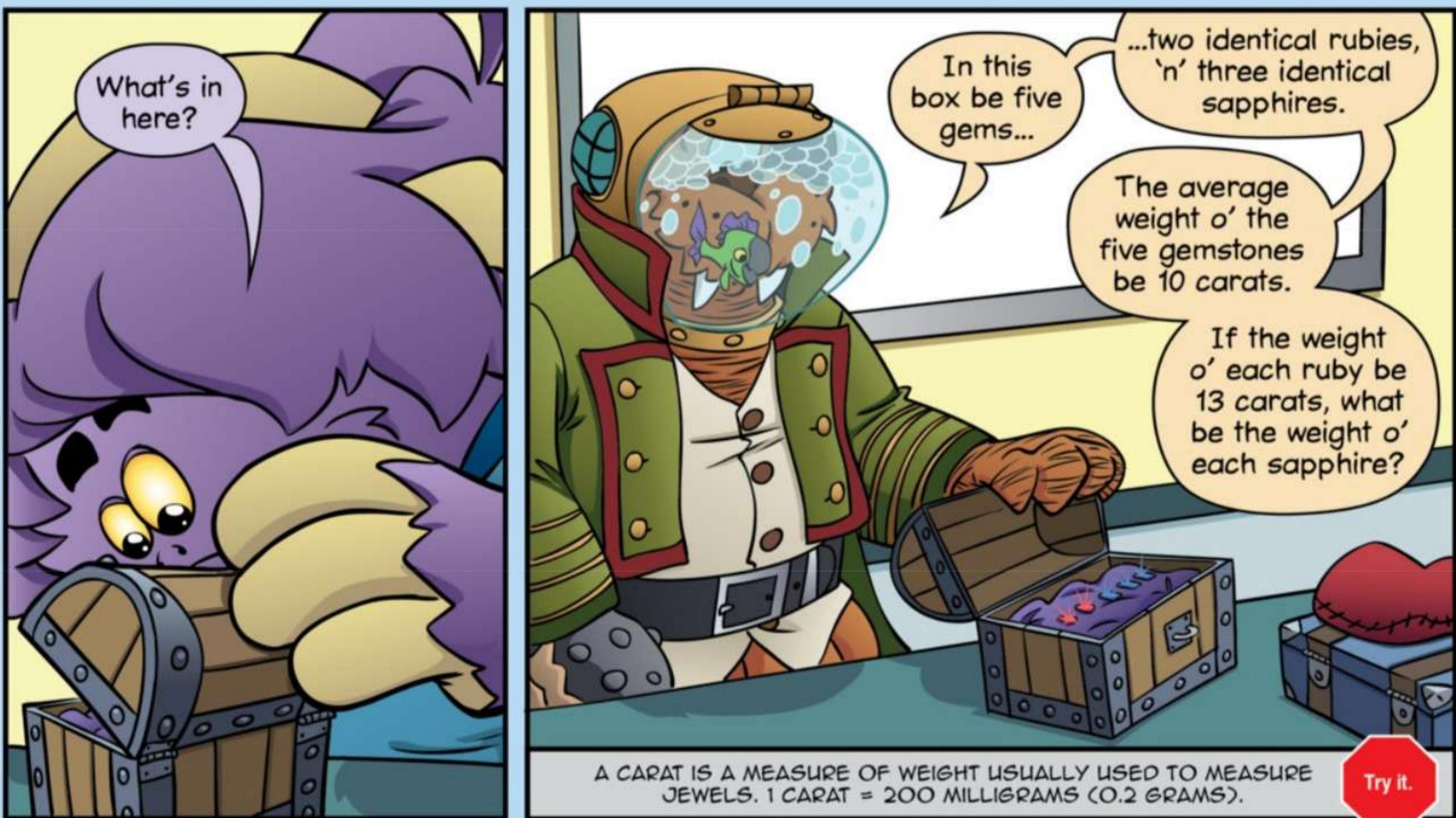
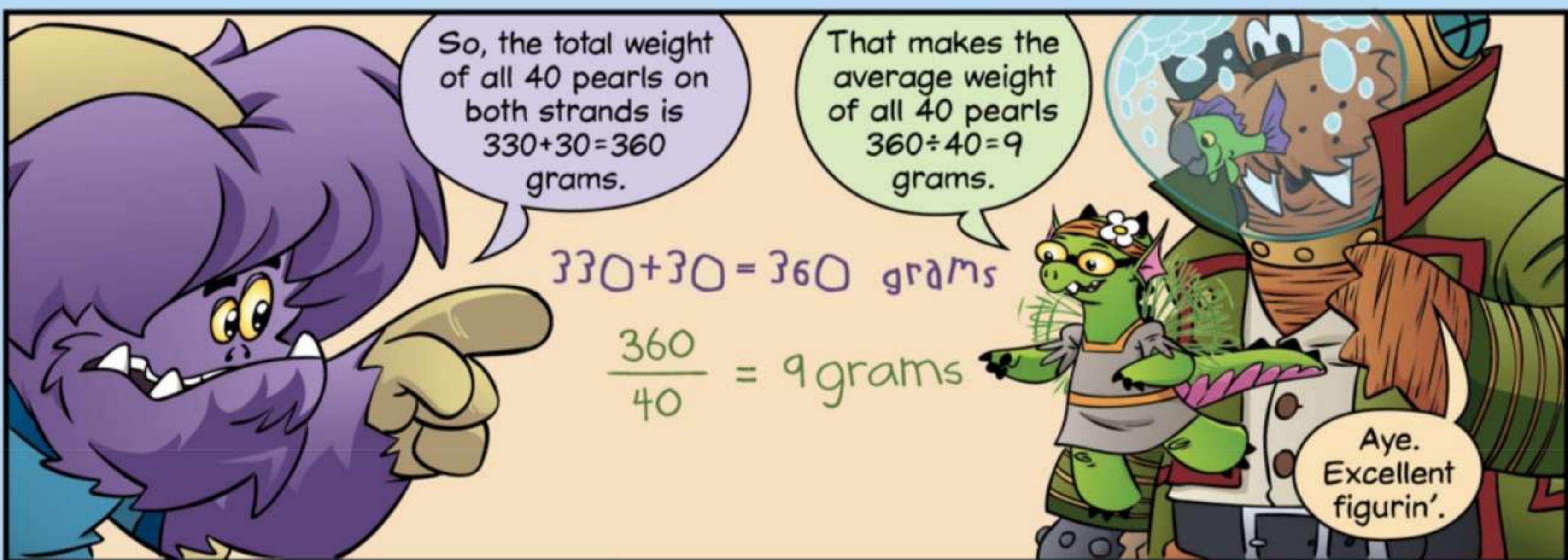
My +8 balances Winnie's -5 and Lizzie's -3.











Well, if all five stones have an average weight of 10 carats, then they have a total weight of $5 \cdot 10 = 50$ carats.

And if the two rubies weigh 13 carats each, then they have a total weight of $2 \cdot 13 = 26$ carats.



So, the weight of the three sapphires is $50 - 26 = 24$ carats.

And since there are three of them, that makes the weight of each sapphire $24 \div 3 = 8$ carats!

I did it differently.

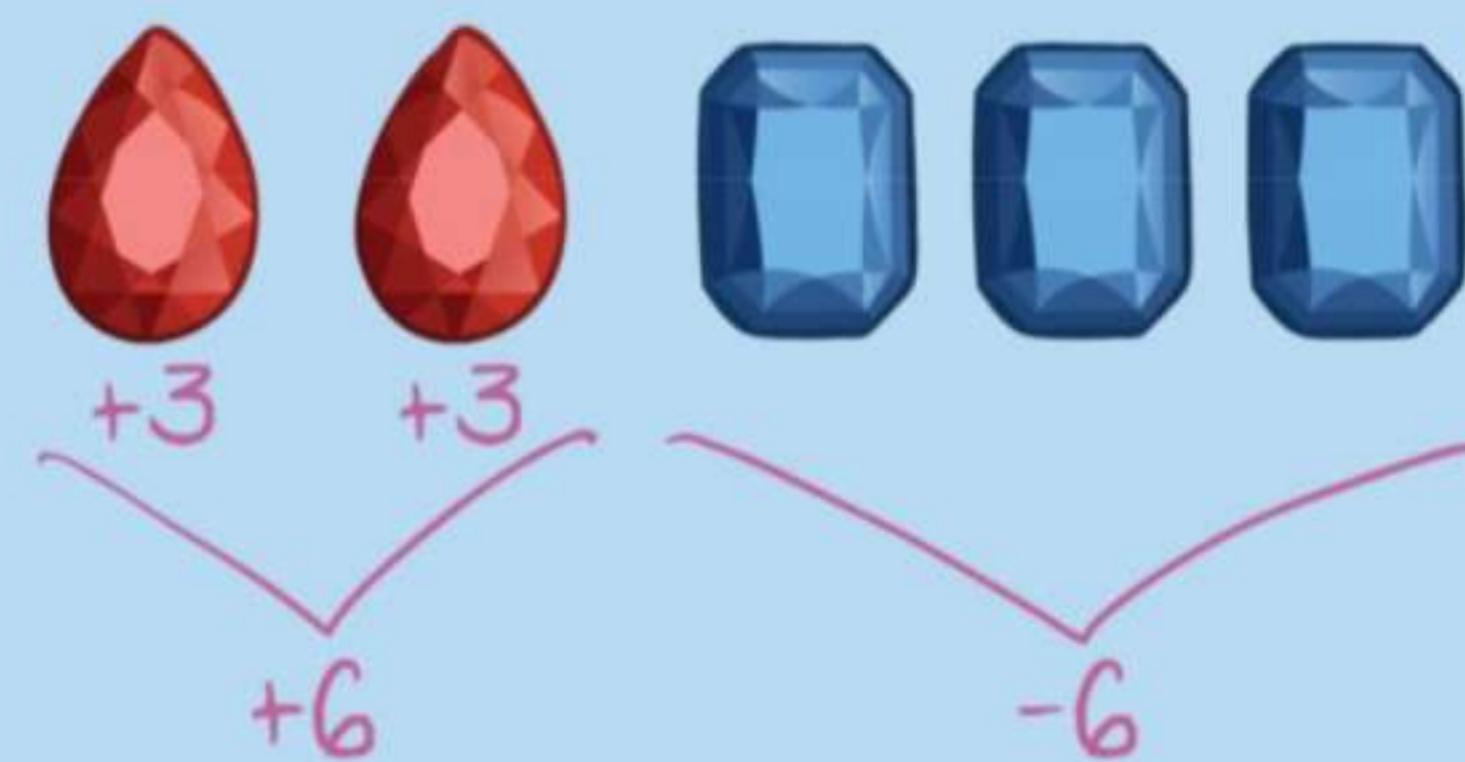
How did ye do it, lass?

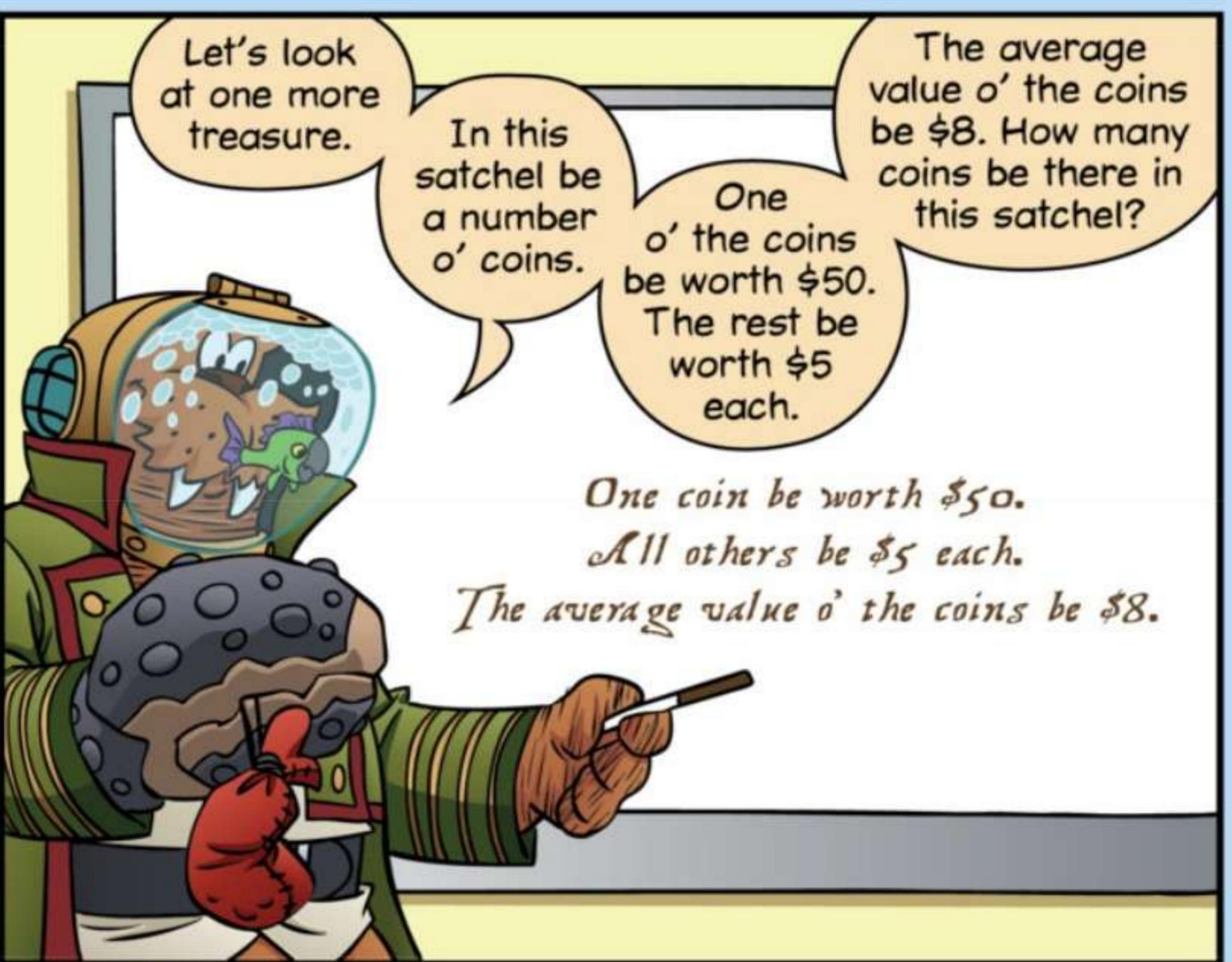
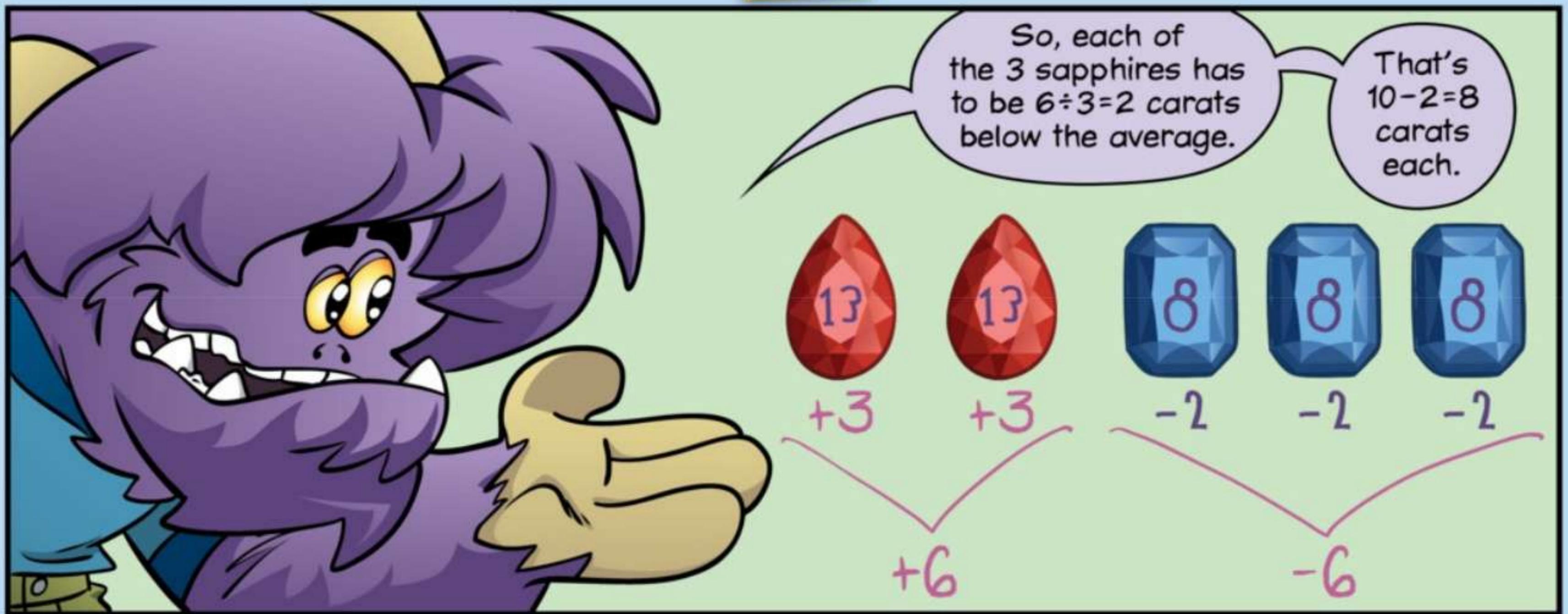
I looked at the **differences** between the gemstones and the average.

The rubies are each 3 carats larger than the average.

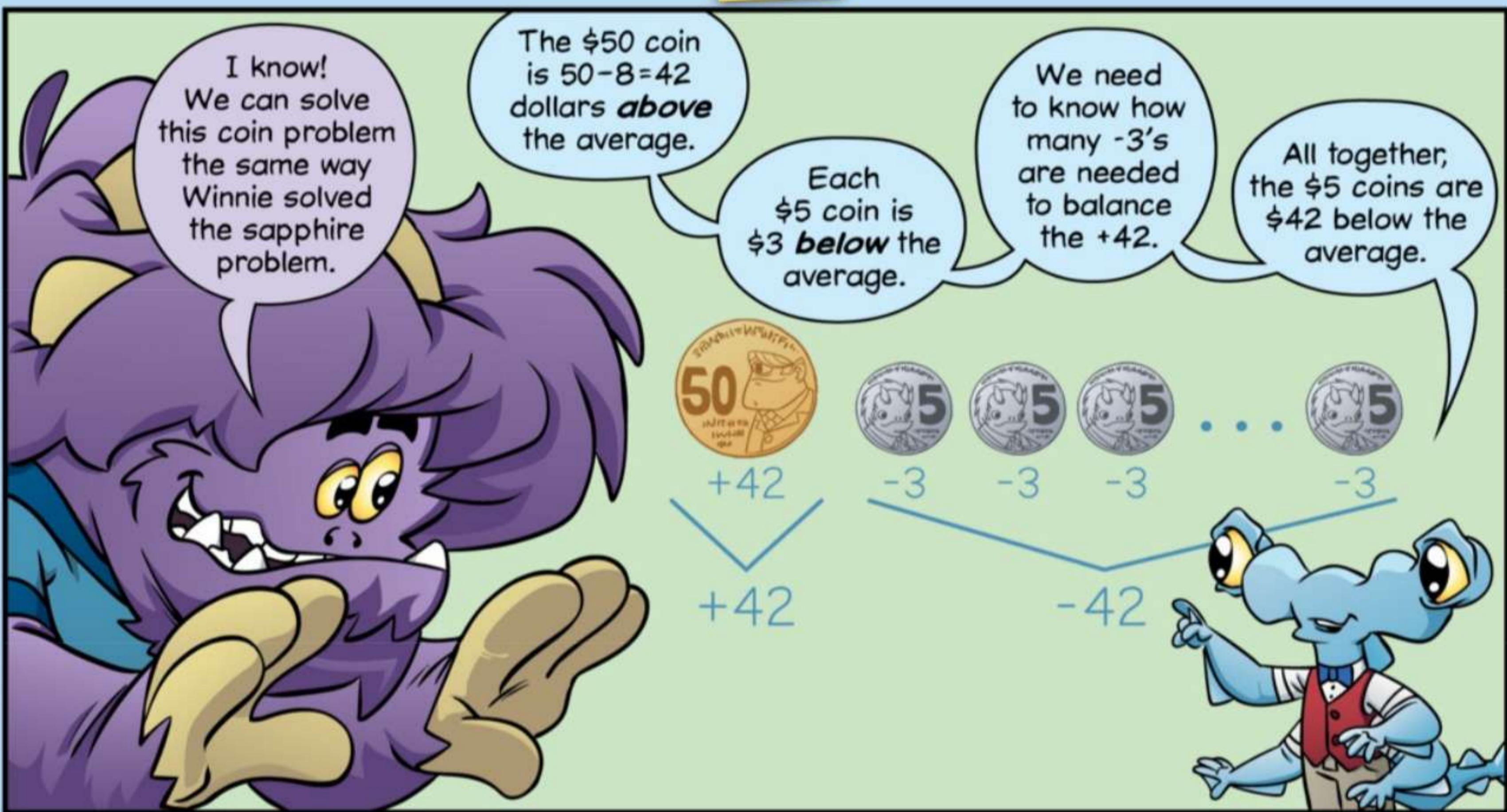
There are 2 of them, so they are a total of $2 \cdot 3 = 6$ carats **above** the average.

So, the sapphires need to be a total of 6 carats **below** the average.





How many
coins are in
Captain Kraken's
satchel?





$$50 + 5n$$

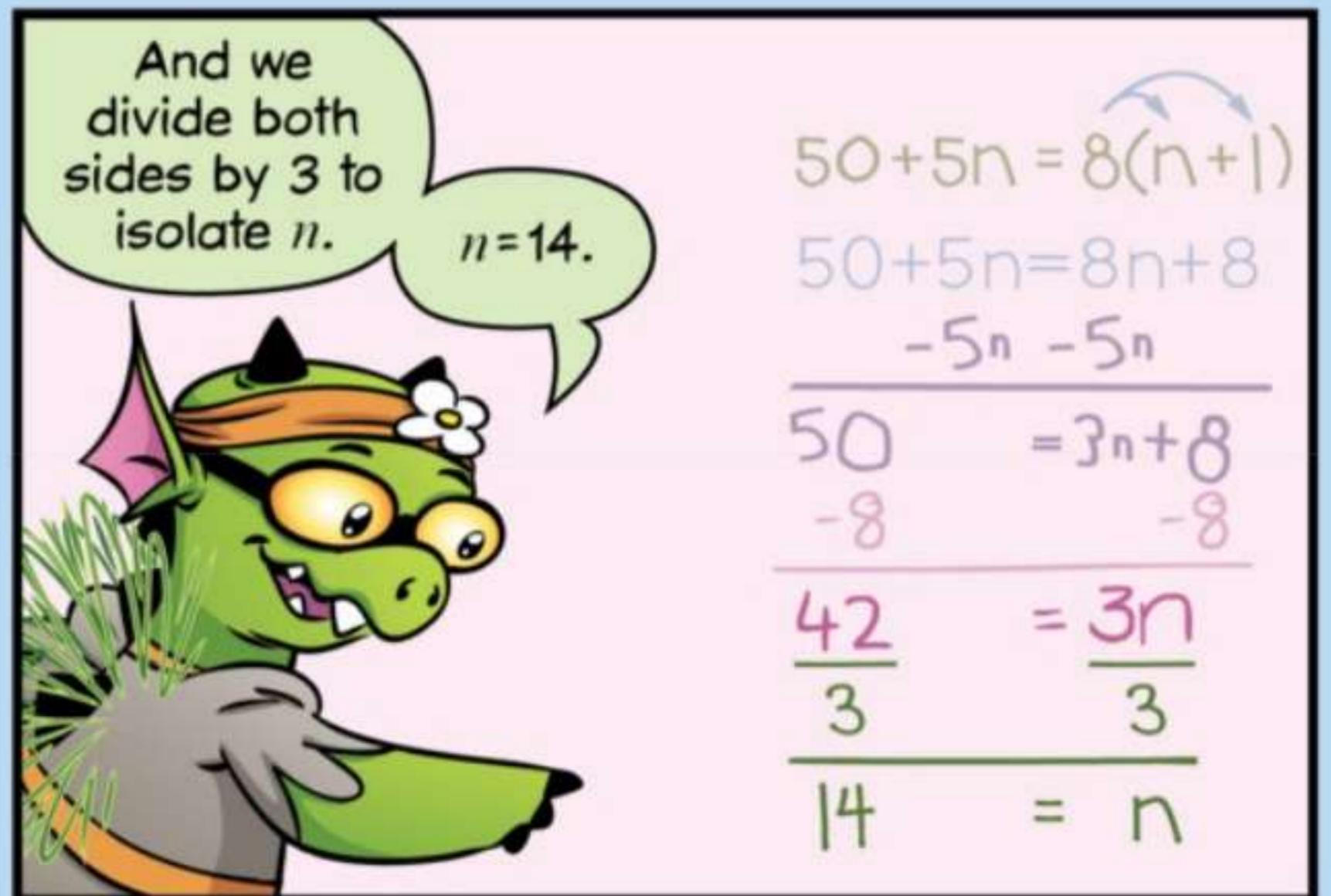
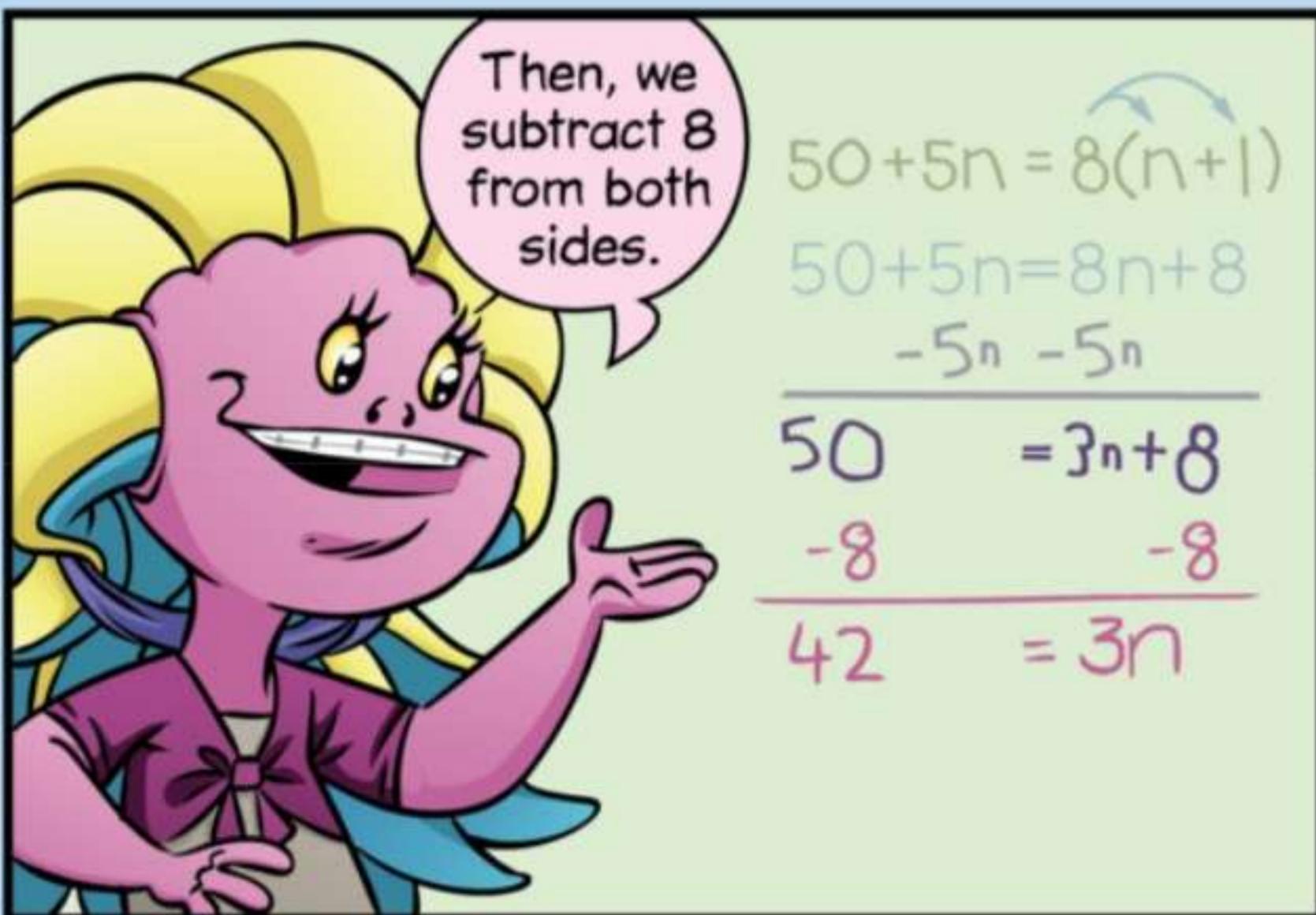
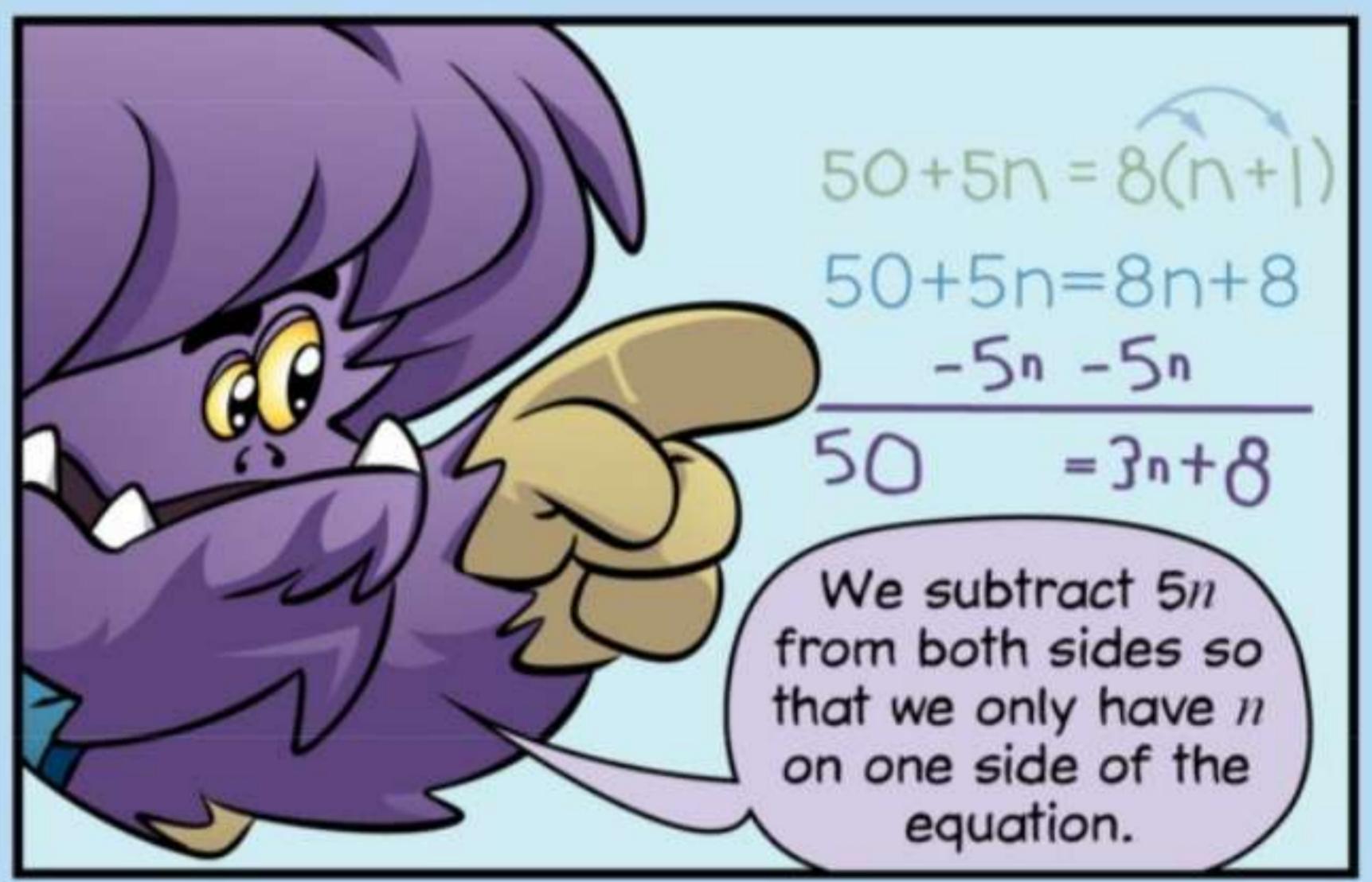
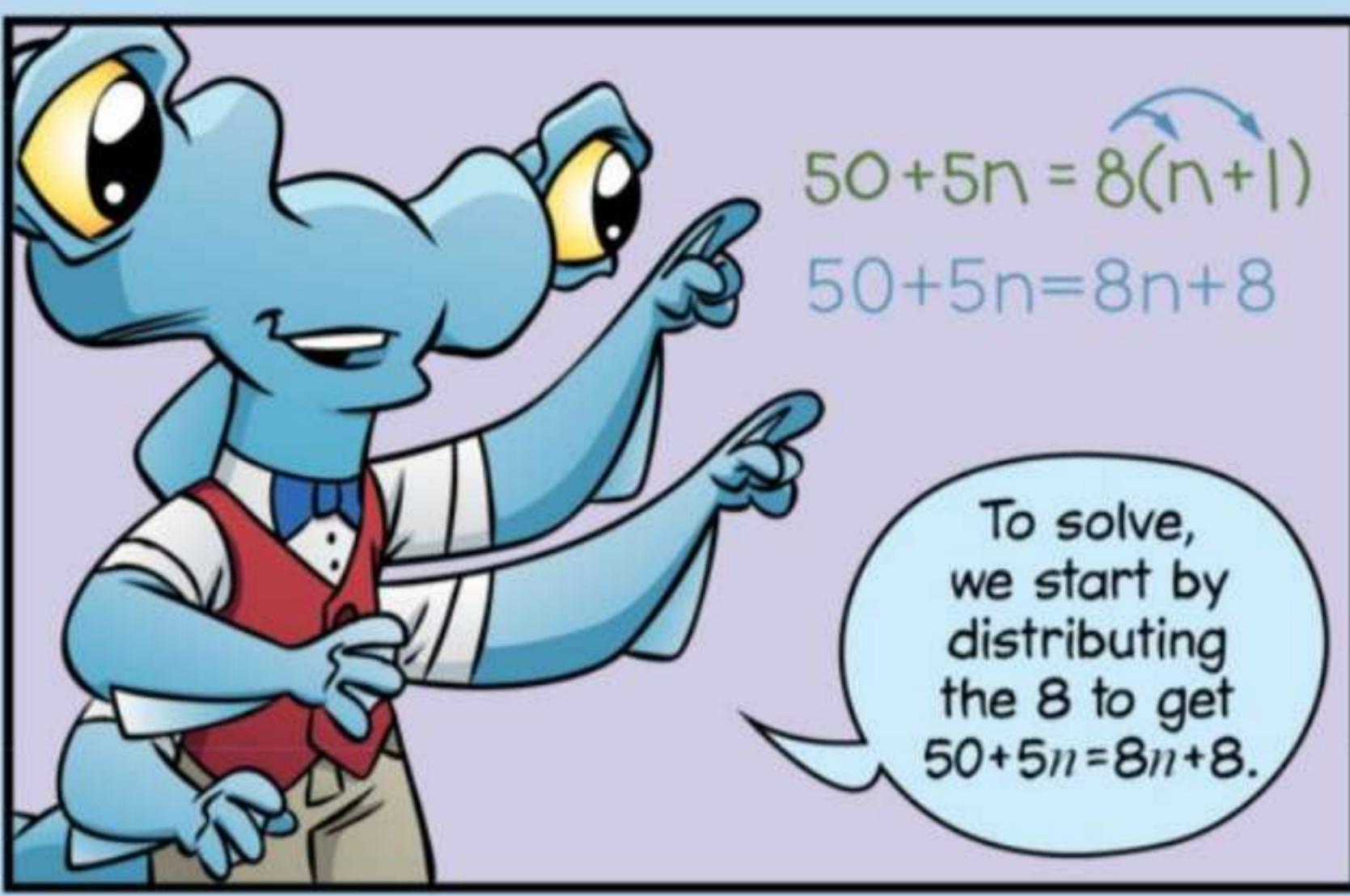
...then the value of all the coins is $50 + 5n$ dollars.

If n is the number of \$5 coins...

The average value o' the coins be \$8.

$$50 + 5n = 8(n + 1)$$

$$\begin{aligned} \text{So, } \\ 50 + 5n \\ = 8(n + 1) \end{aligned}$$





MATH TEAM

Range and Mode

What statistics have you learned about so far?

Statistics?



A **statistic** is a number used to describe a list of data.

Like the median, or the average?

Exactly.

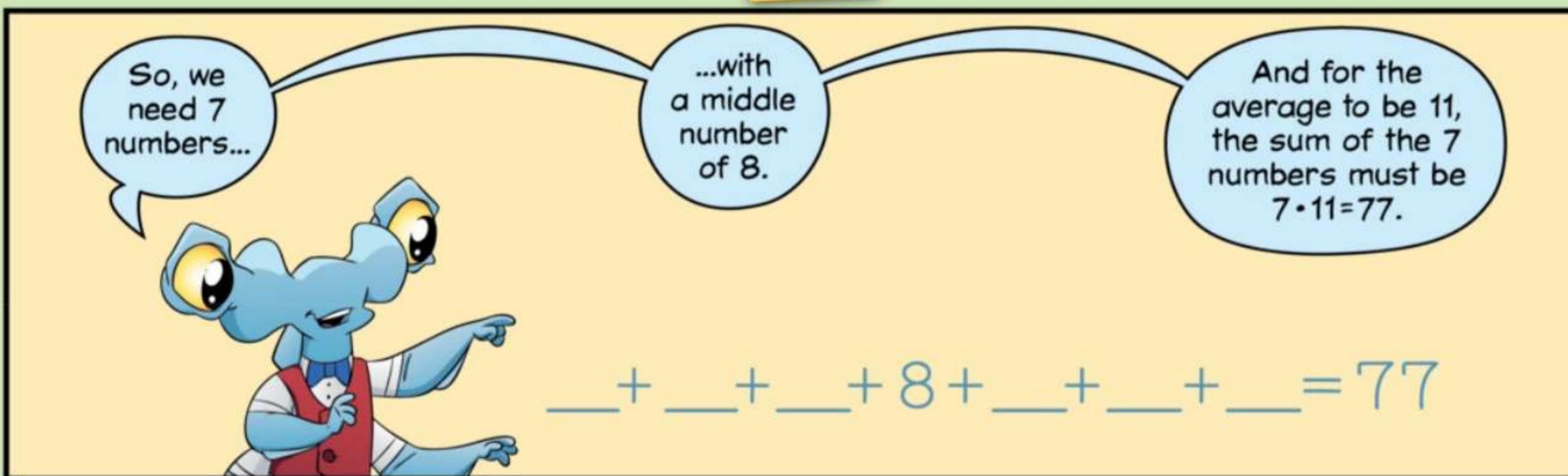
We learned that the **median** is the middle number in a list of data.

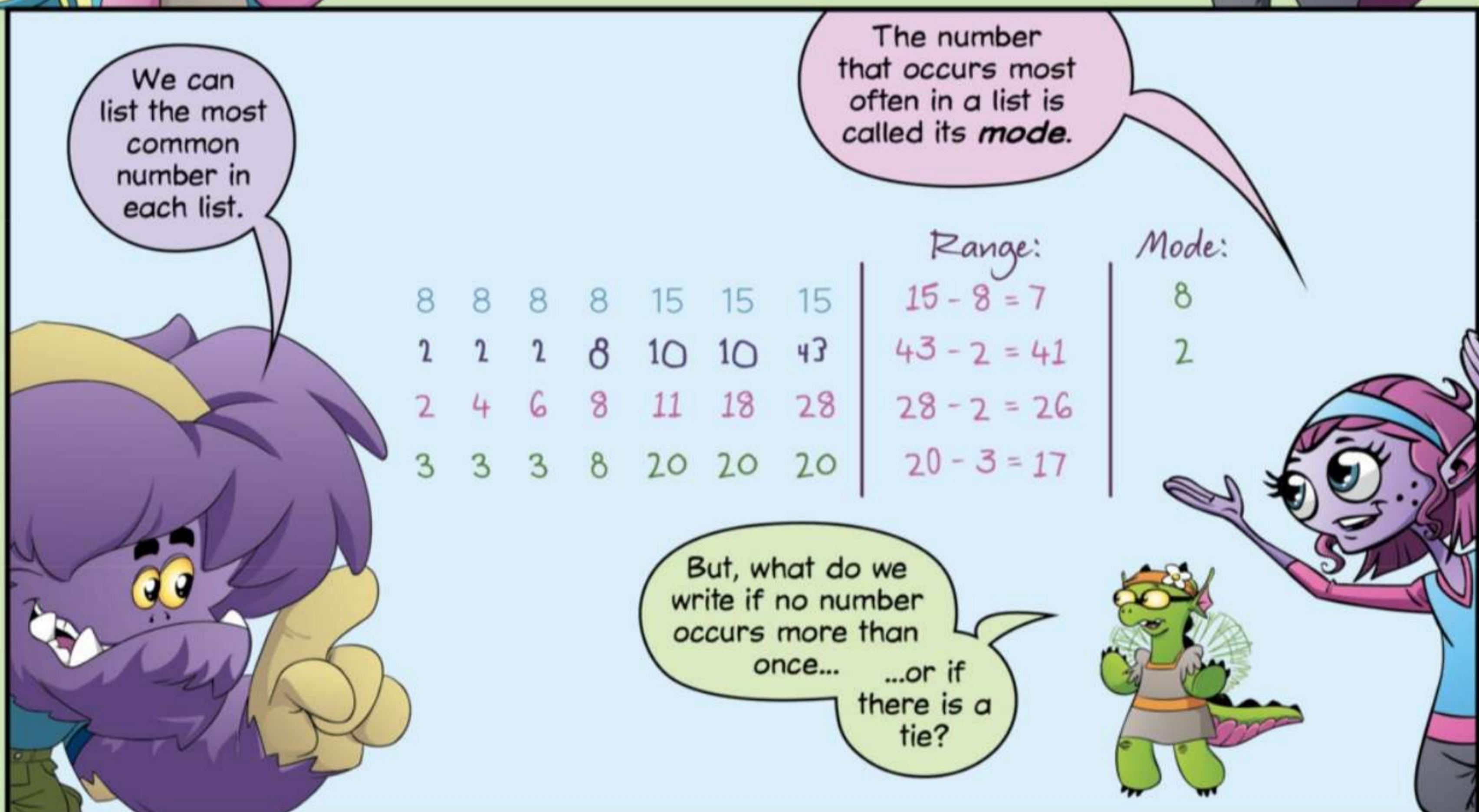
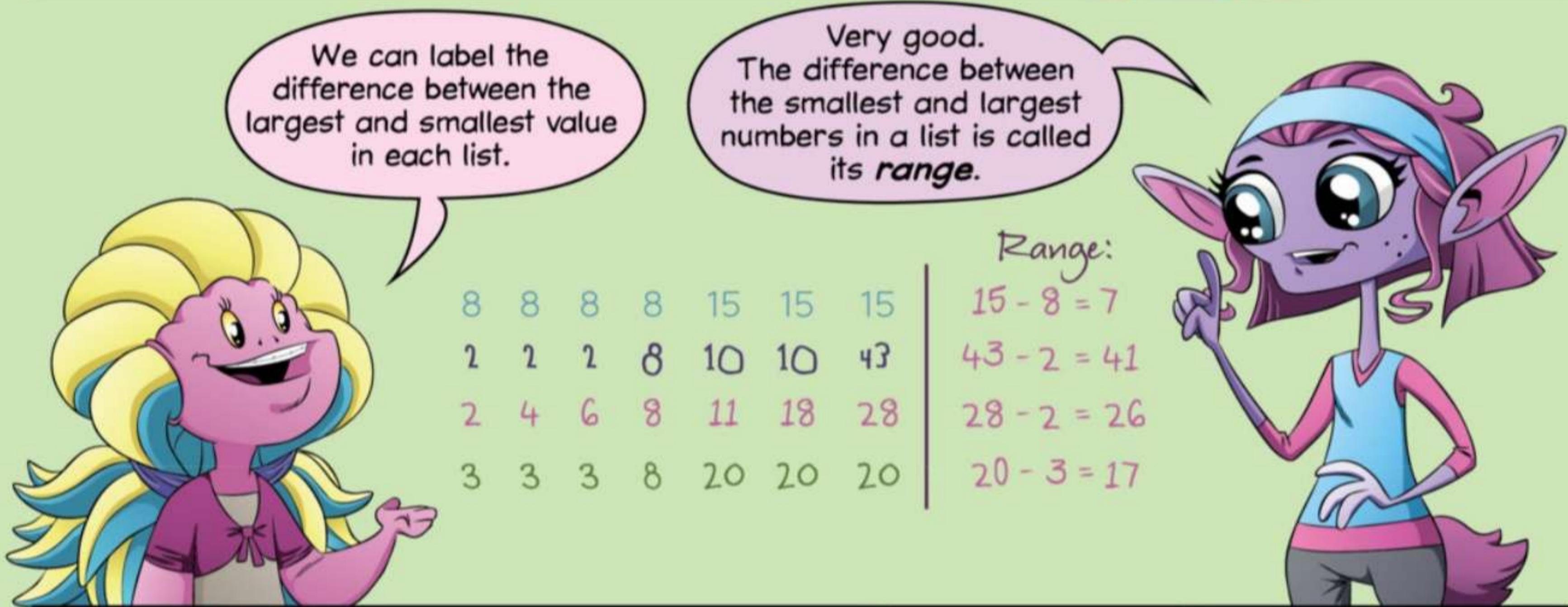
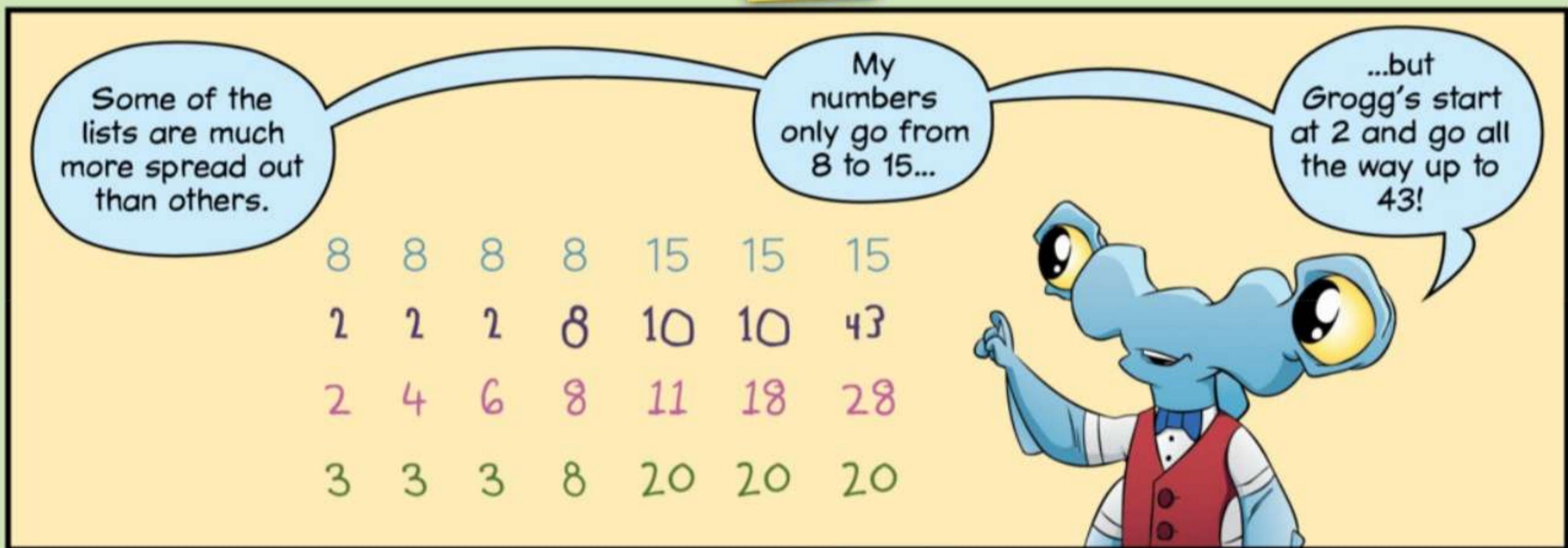
And the **average** for a list of data is the number that could replace all of the numbers in a group without changing the group's sum.

STATISTICS IS THE FIELD OF MATHEMATICS INVOLVING THE STUDY OF DATA.

Great.
What I'd like each of you to do is to create a list of seven numbers whose median is 8 and whose average is 11.

Try it.





If no number in a list occurs more than once, we say that the list has no mode.

But, a list can have more than one mode if there is a tie. In Lizzie's list, there are two modes: 3 and 20.

Got it.



8	8	8	8	15	15	15
2	2	2	8	10	10	43
2	4	6	8	11	18	28
3	3	3	8	20	20	20

Range:

$$15 - 8 = 7$$

$$43 - 2 = 41$$

$$28 - 2 = 26$$

$$20 - 3 = 17$$

Mode:

8

2

no mode



Good. You've named the four most common statistics used to describe a list of data: the median, average, range, and mode.



Median: Middle number

Average: $\frac{\text{Sum of numbers}}{\text{Number of numbers}}$

Range: Biggest minus smallest

Mode: Occurs most

Let's put these statistics to use.

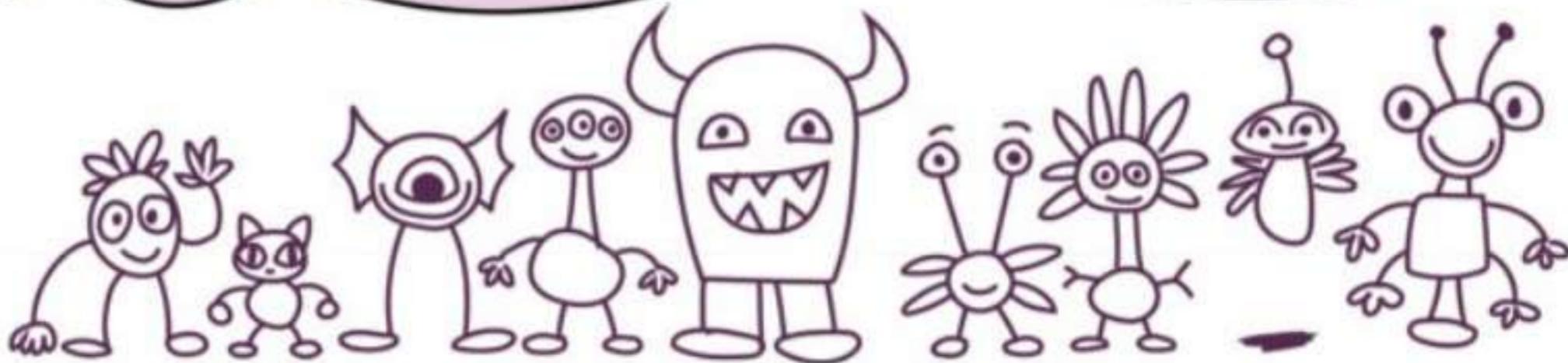
The ages of the five monsters in a group are 11, 9, 10, 4, and 11 years.

Four new monsters join the group. This increases the average, median, and mode ages of the group by 1.

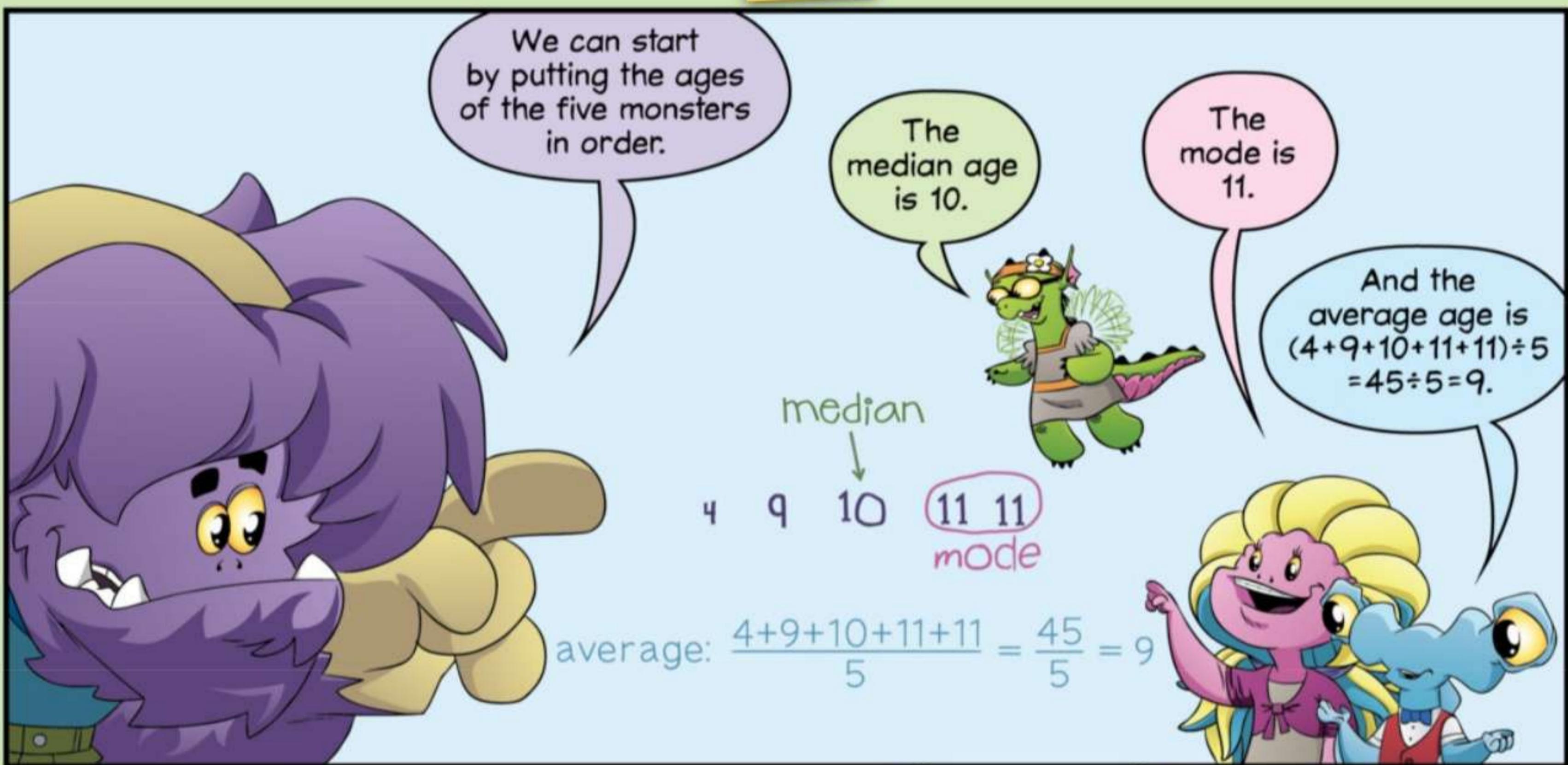
What is the new **range** of ages for the nine monsters in the group?



Ages: 11 9 10 4 11 ? ? ? ?



Try it.



$$4 + 9 + 10 + 11 + 11 + 12 + 12 + 12 + ? = 90$$



The average age of the nine monsters is 10, so the sum of their ages is $10 \cdot 9 = 90$.

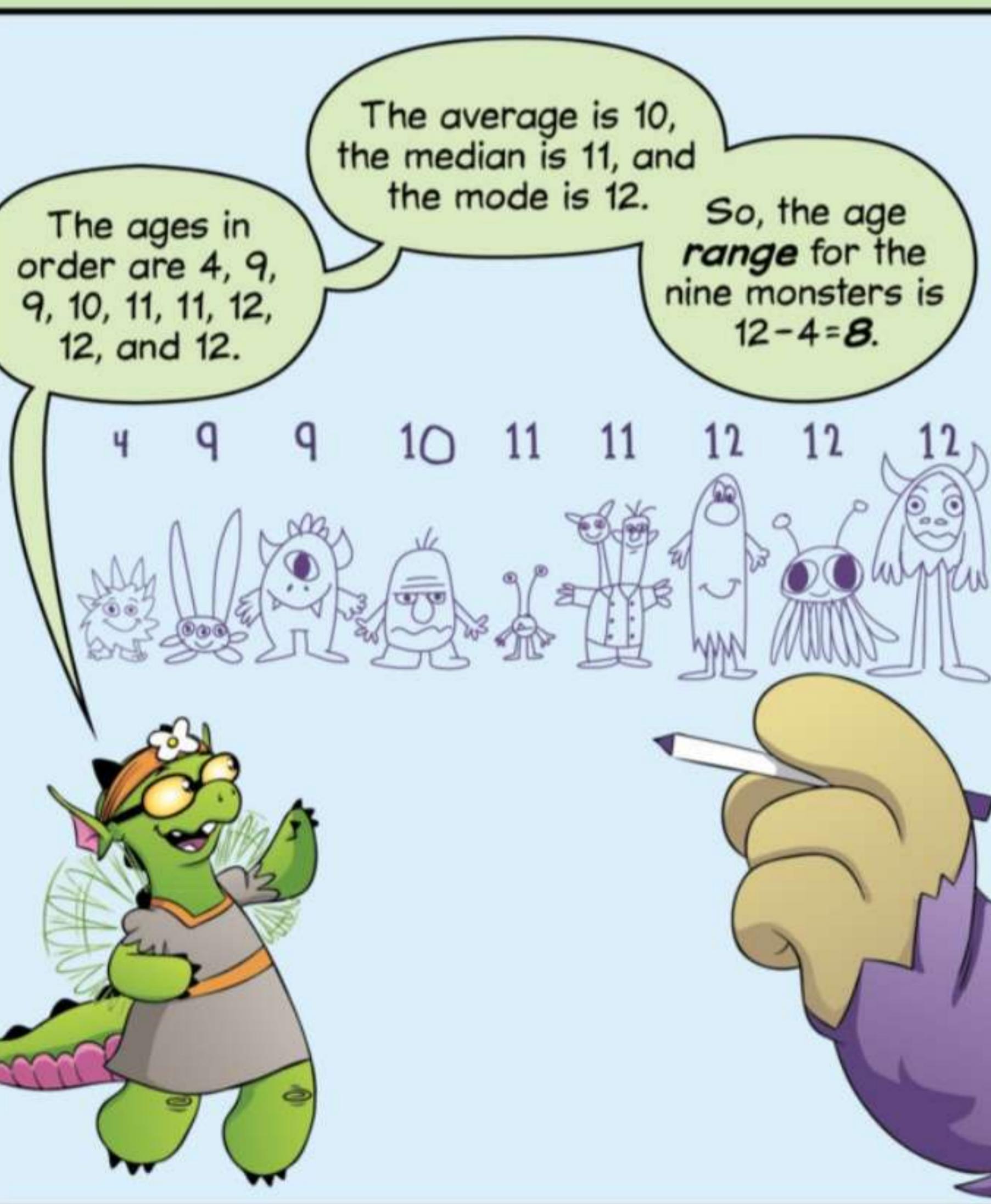
$$\underbrace{4 + 9 + 10 + 11 + 11 + 12 + 12 + 12}_{81} + ? = 90$$

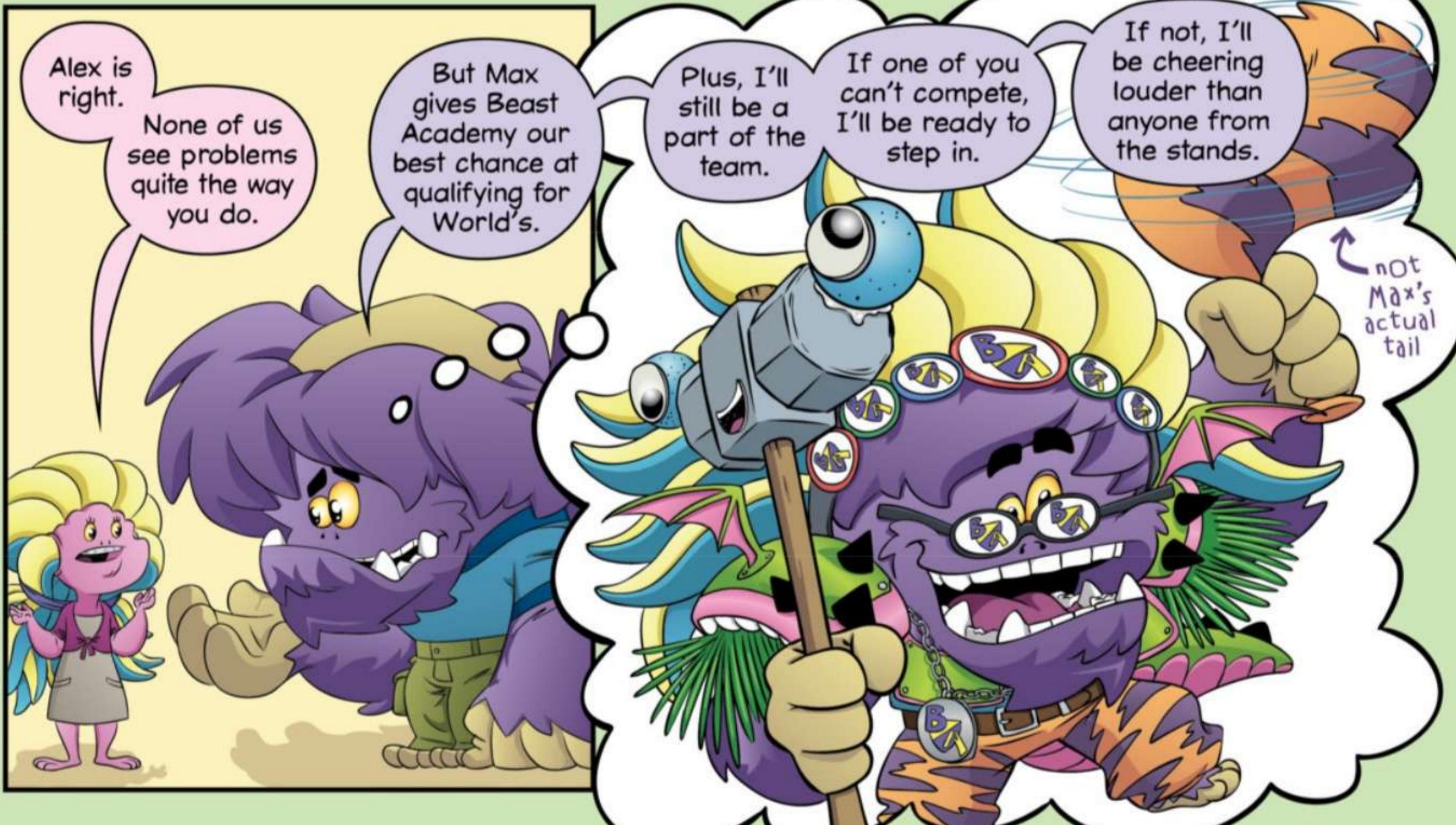
$$81 + ? = 90$$
$$81 + \textcircled{9} = 90$$



The ages we know add up to 81.

So, the missing age must be $90 - 81 = 9$.





STATS

Stat Stumped is a game for 2 or more players played with a standard shuffled deck of cards with the face cards removed. Aces are 1's.

Setup:

Three cards are dealt onto the board to begin piles marked Mean, Median, and Range as shown. *If a 1 or a 10 is dealt onto the board, it is immediately moved below the board.*

Cards are then dealt so that there are a total of 7 cards below the board.



Stat!

Players simultaneously look for a group of three or more cards below the board that has at least two of the three statistics on the board.

A player who spots such a group calls out "Stat!" If the player can select a group of three or more cards from below the board that has at least two of the three statistics, the player gets to keep those cards in their score pile. Cards are then dealt from the stock so that there are 7 cards below the board, and play continues.

If the selected cards do *not* satisfy two of the three statistics, they are returned, and the other players are given the chance to call out "Stat!"

Stumped.

Any player who thinks it is impossible to create a group of cards with at least two of the stats says "Stumped."

Once all players are stumped, the first stumped player chooses one of the three stat piles and places the top card from the shuffled deck onto that pile. If the dealt card is an Ace, a 10, or matches the previous card, it is immediately moved below the board and play continues until someone calls "Stat!" or all players are stumped again.

Winning:

The game ends when all cards have been dealt from the stock and all players are stumped. The player who collects the most cards wins.

STATS

Stat Stumped

Samples:

Find a group of 3 or more cards below the board that has at least two of the three statistics on the board.

Answers are given at the bottom of this page.

1. Mean Median Range

4	3	2
10	2	6
5	3	5
7		

2. Mean Median Range

5	7	3
7	9	2
8	A	4
A	4	4

3. Mean Median Range

2	5	4
10	A	8
5	A	9
A	9	A

4. Mean Median Range

3	7	9
2	10	4
A	5	8
5	8	6

Find a partner and

STATS

Stat Stumped is a game for 2 or more players played with a standard shuffled deck of cards with the face cards removed. Aces are 1's.

Setup:

Three cards are dealt onto the board to begin piles marked Mean, Median, and Range as shown. *If a 1 or a 10 is dealt onto the board, it is immediately moved below the board.*

Cards are then dealt so that there are a total of 7 cards below the board.



Stat!

Players simultaneously look for a group of three or more cards below the board that has at least two of the three statistics on the board.

A player who spots such a group calls out "Stat!" If the player can select a group of three or more cards from below the board that has at least two of the three statistics, the player gets to keep those cards in their score pile. Cards are then dealt from the stock so that there are 7 cards below the board, and play continues.

If the selected cards do *not* satisfy two of the three statistics, they are returned, and the other players are given the chance to call out "Stat!"

Stumped.

Any player who thinks it is impossible to create a group of cards with at least two of the stats says "Stumped."

Once all players are stumped, the first stumped player chooses one of the three stat piles and places the top card from the shuffled deck onto that pile. If the dealt card is an Ace, a 10, or matches the previous card, it is immediately moved below the board and play continues until someone calls "Stat!" or all players are stumped again.

Winning:

The game ends when all cards have been dealt from the stock and all players are stumped. The player who collects the most cards wins.

STATS

Stat Stumped

Samples:

Find a group of 3 or more cards below the board that has at least two of the three statistics on the board.

Answers are given at the bottom of this page.

1. Mean Median Range

4♦	3♣	2♥
10♣	2♣	6♦
5♥	3♦	5♦
5♦	7♥	

2. Mean Median Range

5♣	7♣	3♥
7♦	9♦	2♣
8♣	A♣	4♣
4♥	4♦	

3. Mean Median Range

2♦	5♣	4♣
10♥	A♦	8♣
5♣	A♥	9♦
A♠		

4. Mean Median Range

3♣	7♣	9♣
2♣	10♣	4♣
A♣	5♣	8♣
6♣		

Find a partner and