

Tables and Charts

Maths

Data interpretation



Inside this printable

- 8 focused activity pages
- Clear, age-aware instructions
- A final grown-up guidance page

Play. Learn. Grow.

A BrightPencil Kids printable for ages 9-11 focused on data interpretation. Read tables and simple charts, then explain what the data shows.

ACTIVITY 1

Tables and Charts

A table shows 12 apples and 9 pears. How many fruit?

My answer

Use the extra lines to show working or make your own similar question.

ACTIVITY 2

Tables and Charts

A chart shows 18 votes for A and 13 for B. Difference?

My answer

Use the extra lines to show working or make your own similar question.

ACTIVITY 3

Tables and Charts

Scores are 4, 7, 7, 9. Which score appears most?

A. 7

B. 4

C. 9

Circle your answer, then explain why you chose it.

ACTIVITY 4

Tables and Charts

A table shows 6 red, 8 blue and 5 green. Total?

My answer

Use the extra lines to show working or make your own similar question.

ACTIVITY 5

Tables and Charts

If a bar is tallest, it represents...

A. the greatest value

B. the smallest value

C. zero

Circle your answer, then explain why you chose it.

ACTIVITY 6

Tables and Charts

A table shows 12 apples and 9 pears. How many fruit?

My answer

Use the extra lines to show working or make your own similar question.

ACTIVITY 7

Tables and Charts

A chart shows 18 votes for A and 13 for B. Difference?

My answer

Use the extra lines to show working or make your own similar question.

ACTIVITY 8

Tables and Charts

Scores are 4, 7, 7, 9. Which score appears most?

A. 7

B. 4

C. 9

Circle your answer, then explain why you chose it.

GROWN-UP HELP

Keep practice short and positive

- 1 Read the instruction together once.
- 2 Let the learner try before stepping in.
- 3 Ask: How did you work that out?
- 4 Correct one small thing at a time.
- 5 Finish with one success the learner can name.

Answer guidance

Open drawing and writing tasks can have more than one good answer. For number, language and knowledge questions, check the learner can explain the idea rather than only guess. Online Practice gives immediate gentle feedback for the matching digital activity.

BrightPencil rule: progress matters more than perfection.