

## **Digital Game Design 1**

## **Blank Activity Tracking Bar Chart**

A **histogram** is a graphic that displays data as bars of different heights. The height of each bar represents numbers; the taller the bar, the higher the number. The numbers are often presented as ranges. In this example, the ranges are 1 - 3 hours, 4 - 6 hours, 7 - 9 hours, and 10+ hours.

- 1. Find the range that matches your average hours of sleep.
- 2. Put a dot in that column. If there are already one or more dots, put your dot above them.

## **AVERAGE HOURS OF SLEEP PER WEEK**

Each dot represents data from one girl

Average Hours of Sleep/Week	1 - 3 hours	4 - 6 hours	7 - 9 hours	10+ hours