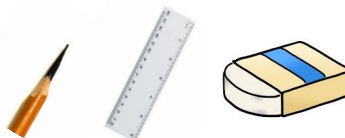


How to draw a great graph.

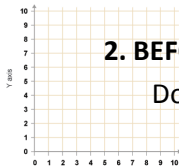
Follow these 10 steps *every time* you draw a graph to make sure you get the top marks!

1. **CHECK** you have: A *sharp* pencil, a ruler and an eraser.



2. **BEFORE** your pencil touches the paper, **CALCULATE** your scales and *imagine* where you will draw the axis.

Do this by:



3. **COUNTING** the number of squares you can use for the x, and the y, axis and looking at the biggest numbers in your data-table. Make the graph as big as possible. This makes it easier to draw and it is more accurate.

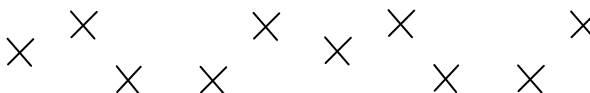
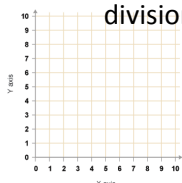


4. **DIVIDE** the biggest number on the table, by the number of squares, for each axis. This will give you a rough guide of how many units *each* square will be. You can round this down to the nearest number to make plotting your points easier.

5. **DRAW** your axis by placing your ruler *precisely* on the line and moving your pencil across it in *one smooth motion*.

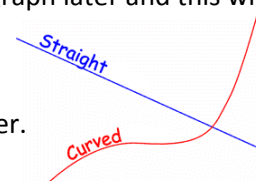


6. **LABEL** the axis with what they represent (distance, time etc.) and the units (m, s etc.) .) Make sure the scale has evenly spaced values, (0, 10, 20 or 0, 50, 100 for example) with equal numbers of squares for each division.



7. **PLOT THE POINTS** by placing a small, neat cross X *exactly* where the lines cross from each axis. Plotting points with circles or blobs is less accurate as the lines could cross anywhere in the circle. You do not need to draw lines from the axis and you might need to do this on different parts of the graph later and this will make it confusing!

8. **CONNECT THE POINTS** on distance-time graphs, neatly with straight lines, using a ruler.



9. **DOUBLE CHECK** you have everything correct: the scale, labels, units, plotted points and neat lines.

10. **GIVE THE GRAPH A TITLE.** All graphs must have a title, that is descriptive and underlined.

