**What is your favourite?**

1. What do you think will be the most common type of electronic device for playing games in your grade? Why?

2. Survey the students in your class and collect and record your information in the space below.

3. Use a suitable graph to represent your data

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| 4. Explain why you chose to represent the data this way.  5. Is there a better way to present your collected data? What would this be? |