| Topic/Skill | Definition/Tips | Example |
| :---: | :---: | :---: |
| 1. Real Life Graphs | Graphs that are supposed to model some real-life situation. <br> The actual meaning of the values depends on the labels and units on each axis. <br> The gradient might have a contextual meaning. <br> The $\mathbf{y}$-intercept might have a contextual meaning. <br> The area under the graph might have a contextual meaning. |  <br> A graph showing the cost of hiring a ladder for various numbers of days. <br> The gradient shows the cost per day. It costs $£ 3 /$ day to hire the ladder. <br> The y-intercept shows the additional cost/deposit/fixed charge (something not linked to how long the ladder is hired for). The additional cost is $£ 7$. |
| 2. Conversion Graph | A line graph to convert one unit to another. <br> Can be used to convert units (eg. miles and kilometres) or currencies (\$ and £) <br> Find the value you know on one axis, read up/across to the conversion line and read the equivalent value from the other axis. | Conversion graph miles $\longleftrightarrow$ kilometres <br> $8 \mathrm{~km}=5$ miles |
| 3. Depth of Water in Containers | Graphs can be used to show how the depth of water changes as different shaped containers are filled with water at a constant rate. |  |

