



Digital Technologies @ Home
Unplugged activities for students



Teachers



Parents
and carers

This activity is for: Years F-4

Is it a pig or a dog?

This activity teaches Data Representation

Data representation is the method of representing data. **Good** data representation presents information and ideas clearly and depends on the situation.

This activity is designed to do in **pairs**, and suits either **two siblings working together**, or a parent/carer and child.

It is targeted towards primary students, with a younger sibling from F-4, and an elder from years 3-4.

It should take about **15 minutes**.

Getting started (read this with your child/sibling):

We're both going to draw a picture of a pig and a dog.

You should each have a piece of paper with two boxes.

In secret, draw a pig in one of them, a dog in the other, but **don't tell each other which is which!** Don't show each other what you're drawing either!

To make it even trickier, you're going to have just 30 seconds per drawing!

Find a timer, and get started.

Ready.... Set.....

GO!



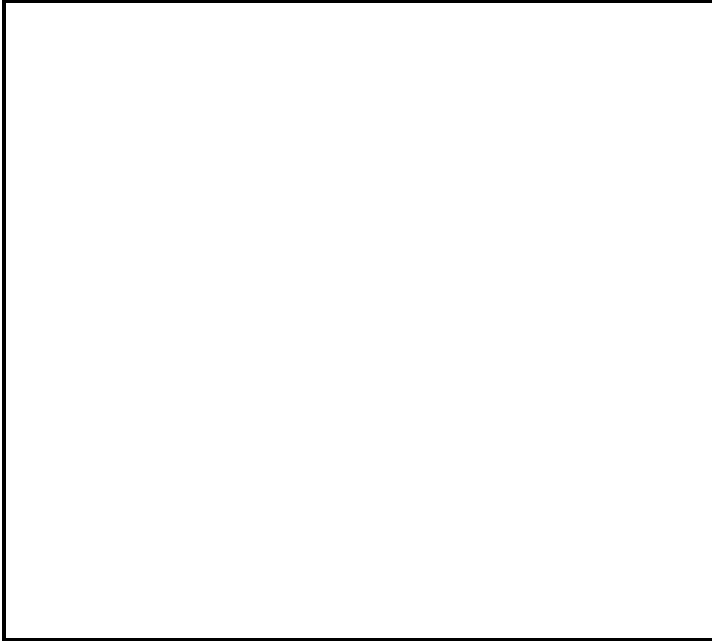
Students

Draw a pig and a dog!

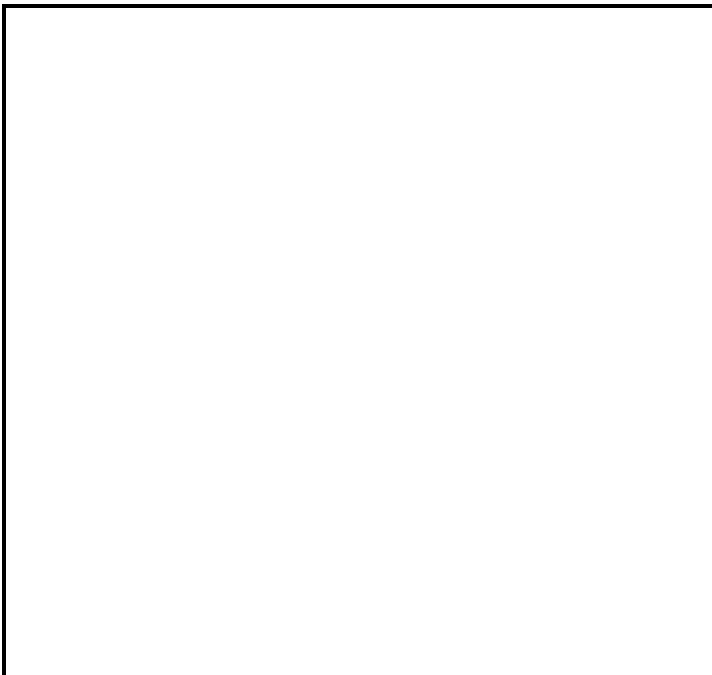
Or a dog and a pig?

Student 1 page:

Drawing 1



Drawing 2



Student 2 / Parent page:

Drawing 1



Parents
and carers

OR



Students

Drawing 2



Students



Parents
and carers

Discuss

Pigs and dogs!

Times up!

Compare your pictures.

Swap worksheets and guess which one is a pig, and which one is a dog.

Student 1 first pic: _____	Student 2 / parent first pic: _____
Student 1 second pic: _____	Student 2 / parent second pic: _____

Did you guess right?

Did your picture look like a real life pig?





Students



Parents
and carers

Probably not! There's no time to draw a realistic pig in 30 seconds. You would have drawn a **representation** of a pig and a dog.

There are lots of different ways to represent pigs and dogs depending on the situation!

<p>This is a good way to draw a pig for a cartoon.</p> 	<p>This is a good pig symbol for a game</p> 
<p>This is a good dog for a cartoon</p> 	<p>This is a good dog for a poop warning sign</p> 
<p>This is a good dog for a danger sign</p> 	<p>This is a watch out for pigs road sign</p> 

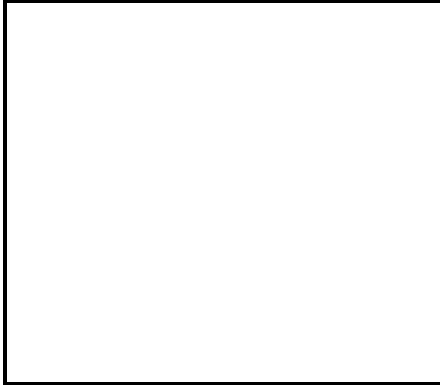
The way you choose to **represent** a pig and dog depends on the situation!

Make your own!

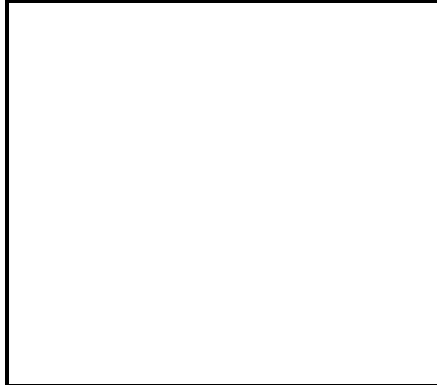


Students

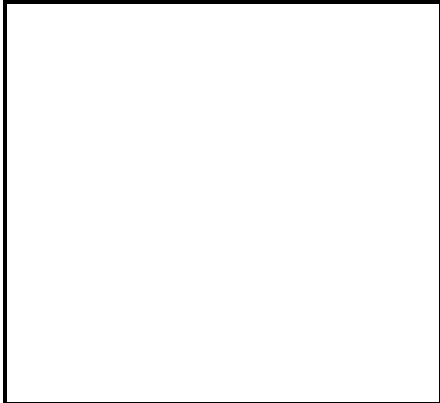
Draw a happy cartoon pig



Draw a wild pig



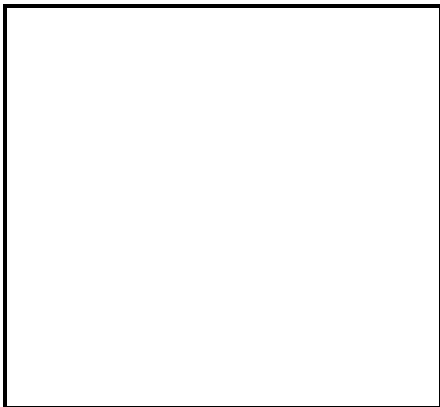
Draw a watch out for dog poo sign



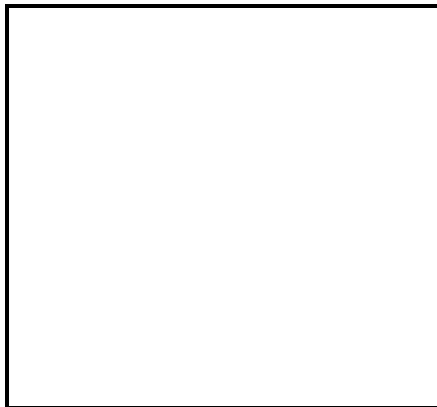
Draw a sniffer dog



Draw a guide dog



Draw a don't feed the pig sign





Want more?

Here are some further activities, online resources, assessment ideas and curriculum references.

Adapting this activity

Students can try representing other animals as simply as possible.

For older students you can add additional constraints, like trying to draw a giraffe, or a kangaroo in as few lines as possible.

Or make a challenge to express a different idea! How does a warning sign about giraffes for cars differ from a don't feed the giraffes sign?

Keep the conversation going

- Can you represent other animals so they're not confused with pigs and dogs? Try drawing a Lion! Or a cat!
- Do you think people from the 1800s would recognise Peppa pig as a pig?



- What's the difference between what arabic numbers and roman numerals represent? When is it better to use arabic numbers?

Keep learning

For students interested in doing more offline data representation activities try DT Laundry:
cmp.ac/laundry

For online coding courses try Blockly Tree:
cmp.ac/blocklytree

For teachers creating a portfolio of learning or considering this task for assessment

Ask students to come up with 5 different types of ball/seat/shoe, then draw a picture to represent each one.

Linking it back to the Australian Curriculum: Digital Technologies



Data representation

Recognise and explore patterns in data and represent data as pictures, symbols and diagrams. (ACTDIK008 - see cmp.ac/datarep).

Refer to aca.edu.au/curriculum for more curriculum information.