
Calculator

Sec 1 H

1 Var Stats – Standard Deviation & BW Plots

Unit 7

Step 1: Calculate the standard deviation & five number summary

- Hit the **STAT** button.
- Hit **ENTER** on 1: Edit...
- Clear the existing lists
 - Arrow UP to highlight L_1, L_2, \dots
 - Hit **CLEAR**
 - Hit **ENTER**
- Enter the data points using the down arrow or **ENTER** to move down the list.
- Hit the **STAT** button.
- Arrow over to the right to the CALC menu
- Hit **ENTER** on 1: 1-Var Stats
- Tell the calculator which list your data is in by using **2nd** then **1** or **2**
- Hit **ENTER**
- Use the down arrow to move to the second screen of information.

Calculator

Sec 1 H

1 Var Stats – Standard Deviation & BW Plots

Unit 7

Graphing Calculator Keystrokes – Create a Box & Whisker Plot

Enter your data into the calculator lists:

- Hit the **STAT** button.
- Hit **ENTER** on 1: Edit...
- Clear the existing lists
 - Arrow UP to highlight L_1, L_2, \dots
 - Hit **CLEAR**
 - Hit **ENTER**
- Enter the data points using the down arrow or **ENTER** to move down the list.
- Exit the lists (Hit **2nd** then **MODE** to Quit)

Create a Statistical Graph:

- Go into the STAT PLOT menu (Hit **2nd** then **Y=**)
- You can create three different Stat Graphs at one time, called Plot 1, Plot 2, and Plot 3.
- Hit **ENTER** on 1: Plot 1 (You can tell if a Stat Plot is ready to graph if it is turned ON)
- Hit **ENTER** on ON
- Arrow down to the Type of graphs, then use the right arrow to select the graph type you would like to use. Hit **ENTER** on the Box & Whisker Plot needed. The first one will show outliers, the second will not show outliers.
- Xlist needs to know which list your data is in. Use **2nd** then **1** or **2**... to enter L_1, L_2, \dots
- Freq needs to be set at 1
- Use the **■** as your mark, it shows up better on the graph.

Before you can see your graph you need to set your WINDOW:

- Hit **WINDOW**
- Xmin: use a number one or two numbers smaller than your minimum value.
- Xmax: use a number one or two numbers larger than your maximum value.
- Xscl: determine what you want your tick marks to count by on the number line.
- It does NOT matter what the Y values are set to for a Box & Whisker Plot

Graph your Box & Whisker:

- Hit **GRAPH**
- Use the **TRACE** button with your left and right arrows to see the 5 numbers used to create the box & whisker.