

# Graph of the Week

August 17, 2018

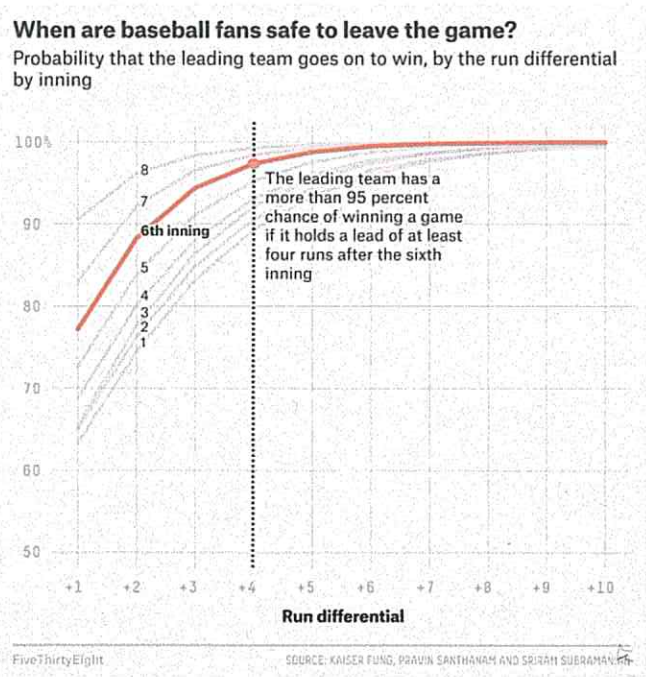
Analyze the graph below and write a reflection on what you think the graph is communicating to you. To guide you with your response, start with some observations.

- What is the topic of the graph?
- What does the x-axis represent? What does the y-axis represent?
- What are some observations that you can make based on the graph?
- What do you foresee happening in the next 10 years?

**Questions to ask when reading graphs:**

- Is there an upward or downward trend?
- Are there any sudden spikes in the graph?
- What is being compared in the graph?
- What prediction can I make for the future?
- What inferences can I make about the graph?

<https://fivethirtyeight.com/features/take-this-cheat-sheet-to-the-ballpark-to-decide-when-to-leave/>



The graph describes the probability a team has at winning based on their home runs. And demonstrates that this is a baseball probability graph, the x-axis represents the number of home runs a team has. And the y-axis shows the percentage of winning the game. If the team is able to maintain a lead of four runs, then they have a 95% chance of winning the game. The boxed question above the graph might be saying that once a team has the 95% chance like in the graph, then it is safe for the other team's fans

to leave because their team has a 5% chance of winning. the more leading home runs a team has, the higher chance of winning. Also as the innings increase and a team has leading home runs, then they have a higher chance of winning, maybe more people will consider the graph during baseball games and be able to leave the game knowing their team has a small possibility of winning. In the future, baseball fans will be able to predict who the winning team is. Some fans will maybe feel anger toward the graph because they don't want their team to lose.



Graph of the Week

August 27, 2018

Analyze the graphs below and write a reflection on what you think the graphs are communicating to you. To guide you with your response, start with some observations.

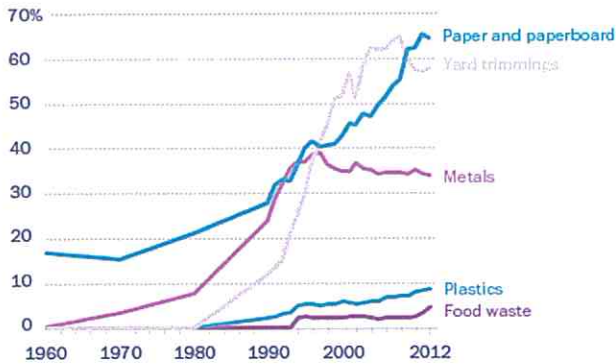
- What is the topic of each graph? ✓✓
- What does the x-axis represent? What does the y-axis represent? ✓✓
- What are some observations that you can make based on the graph? ✓✓
- What do you foresee happening in the next 10 years? ✓✓

Questions to ask when reading graphs:

- Is there an upward or downward trend?
- Are there any sudden spikes in the graph?
- What is being compared in the graph?
- What prediction can I make for the future?
- What inferences can I make about the graph?

1) **U.S. Recycling Rates Vary Widely by Waste Stream**

Percentage recycled, composted or otherwise recovered

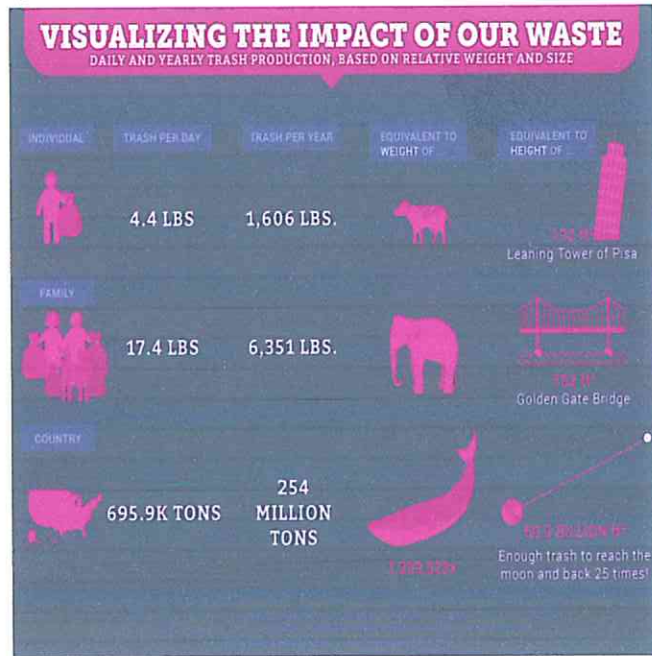


Note: These are the five biggest components of municipal solid waste, together making up 77% of the total waste stream.

Source: Environmental Protection Agency, "Municipal Solid Waste Generation, Recycling, and Disposal in the United States," February 2014 (and prior dates); Pew Research Center analysis

PEW RESEARCH CENTER

2)



- 1) The topic of the graph is about recycling rates for different wastes. The x-axis represents the time in years, and the y-axis represents the percentage that is recycled, composted or otherwise recovered. I first noticed how yard trimmings, plastics, and food waste <sup>had</sup> barely started to be recycled in the year 1980. After 32 years, the percentage of the original mass of plastics and food waste being recycled has yet to reach over 10 percent. I also noticed that of all the items displayed, only two of the five have reached over 50%, which are: yard trimmings and paper and paperboard. In the next 10 years, I see all the different wastes going up (being recycled more) by at least 10% because more people now know the importance of recycling.
- 2) The topic of the graph is about the waste we have overtime being compared to the weight of certain animals and height of tall buildings. There is no x-axis or y-axis because the graph is meant to be used to make comparisons. According to the graph, the trash per day of an individual is about 4.4 pounds, which would be 1,606 pounds per year. As for a family, their trash per day is 17.4 pounds which means that after a year, it'd be about 6,351 pounds which is equivalent to the weight of an elephant and the height of the Golden Gate Bridge. In the next 10 years, I see an increase in the trash per day because the standard of living is increasing.



**Graph of the Week**

**September 4, 2018**

Analyze the graphs below and write a reflection on what you think the graphs are communicating to you. To guide you with your response, start with some observations.

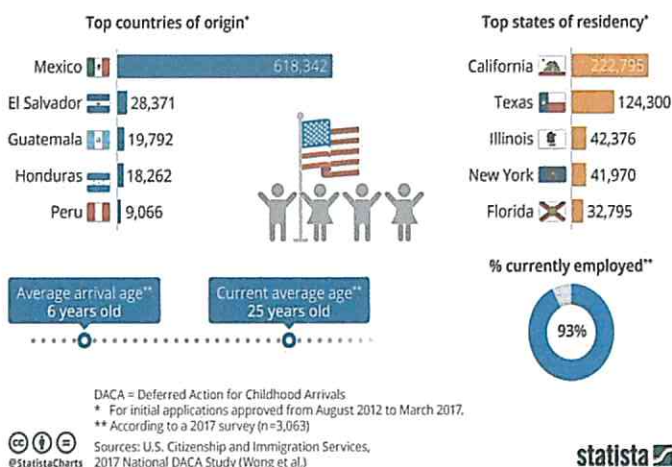
- What is the topic of each graph?
- What does the x-axis represent? What does the y-axis represent?
- What are some observations that you can make based on the graph?
- What do you foresee happening in the next 10 years?

Questions to ask when reading graphs:

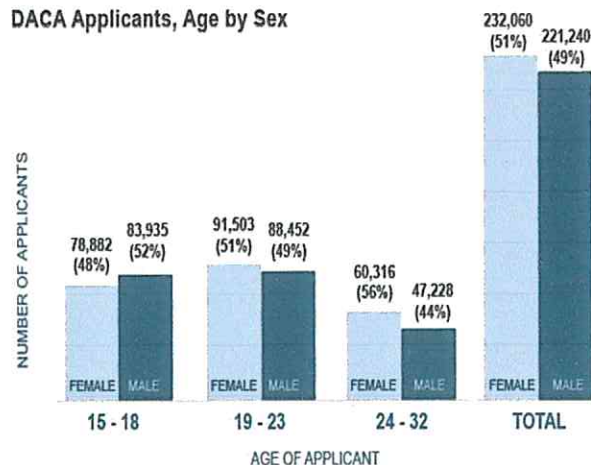
- Is there an upward or downward trend?
- Are there any sudden spikes in the graph?
- What is being compared in the graph?
- What prediction can I make for the future?
- What inferences can I make about the graph?

**Who Are America's 'Dreamers'?**

Figures related to approved DACA applicants as of 2017



**DACA Applicants, Age by Sex**



The graph on the left details the typical Dreamers such as where they originate, where they typically live, how old they were when they arrived & their current average age, and what percentage of those Dreamers are currently employed. The graph on the right is on the percentage of DACA applicants who are male or female in various age groups. According to the graph on the left, most Dreamers come from Mexico. The average arrival age is 6 years old while the current average age of such Dreamers is 25 years old. Most Dreamers live in California & Texas. 93% of Dreamers are currently employed. According to the graph on the right, there are more female DACA applicants than there are male DACA applicants. The x-axis is the age of the applicants while the y-axis is the number of applicants. In the age group 15 to 18 years, there are 52% male and 48% female applicants. In the age group 19 to 23 years, there are 51% female and 49% male applicants. In the age group 24 to 32 years, there are 56% female and 44% male applicants. In the next 10 years, I can see the number of applicants increasing despite the current status of DACA because people are still going to immigrate to the U.S. no matter what. Although the Trump Administration has ended DACA, it's likely that it will return in some shape or form in the future.



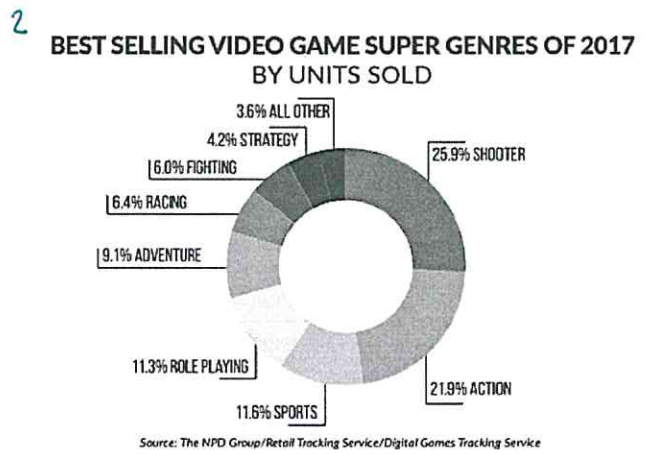
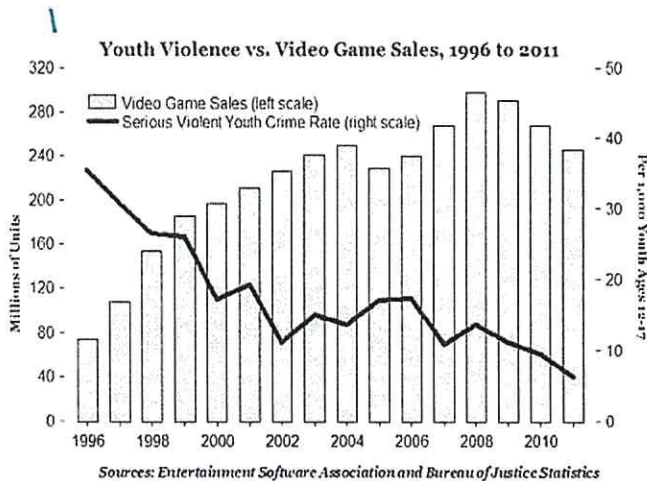
Graph of the Week

September 13, 2018

- Questions to ask when reading graphs:
- Is there an upward or downward trend?
  - Are there any sudden spikes in the graph?
  - What is being compared in the graph?
  - What prediction can I make for the future?
  - What inferences can I make about the graph?

Analyze the graphs below and write a reflection on what you think the graphs are communicating to you. To guide you with your response, start with some observations.

- What is the topic of each graph?
- What does the x-axis represent? What does the y-axis represent?
- What are some observations that you can make based on the graph?
- What do you foresee happening in the next 10 years?



3 TOP 20 BEST SELLING VIDEO GAMES OF 2017 BY UNITS SOLD

1 CALL OF DUTY: WWI (M)	11 TOM CLANCY'S RAINBOW SIX: SIEGE (M)
2 NBA 2K18 (E)	12 MARIO KART 8 (E)
3 GRAND THEFT AUTO V (M)	13 ASSASSIN'S CREED: ORIGINS (M)
4 MADDEN NFL 18 (E)	14 FIFA 18 (E)
5 DESTINY 2 (T)	15 ROCKET LEAGUE (E)
6 THE LEGEND OF ZELDA: BREATH OF THE WILD (E/10+)	16 HORIZON ZERO DAWN (T)
7 TOM CLANCY'S GHOST RECON: WILDLANDS (M)	17 FOR HONOR (M)
8 STAR WARS: BATTLEFRONT II (T)	18 INJUSTICE 2 (T)
9 SUPER MARIO ODYSSEY (E/10+)	19 NBA 2K17 (E)
10 MINECRAFT (E/10+)	20 OVERWATCH (T)

Source: The NPD Group/Retail Tracking Service/Digital Games Tracking Service

The first graph labeled, "Youth violence vs. video game sales, 1996 to 2011" talks about rates. The x-axis represents the years and the y-axis represents the crime rate in millions. The values of video game sales and crime ~~rate~~ are compared. There is an upward trend for video game sales from 1996 to 2004. The rate then decreases in 2005 and rises to 2009 and later drops through 2010. There is a downward trend of crime rate from 1996 to 2002. After 2002 the crime rate rises till 2006 and then decreases through 2010. There seems

to be no connection with video games increasing crime rates. I believe the rate will continue to remain at the same rate it ran through 2010. In the chart, "Best selling video games super genres of 2017," describes what popular video games include. There are nine different genres that are given an amount. Most popular games involve some type of shooting as the highest amount. It is then followed by action as the second highest involved genre. I predict that games that involve shooting will continue to make the shooting rate rise. In the third list called, "Top 20 Best selling video games of 2017," talks about the most popular games that are sold. This list contains 20 different games that range of different genres. The video game, CALL OF DUTY: WWI, is the most sold game in 2017. This game is then followed by, NBA 2K18, which is a completely different genre. I predict that this list will continue to be very similar in genres



# Graph of the Week September 28<sup>th</sup>, 2018



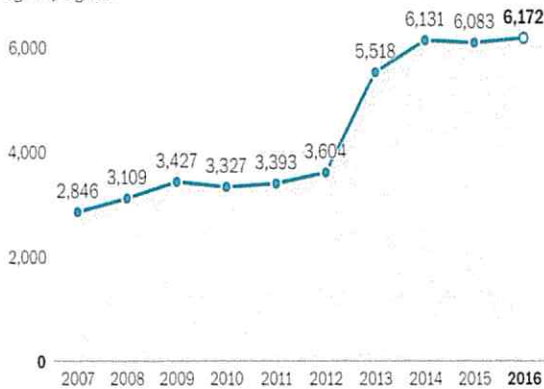
- Questions to ask when reading graphs:**
- Is there an upward or downward trend?
  - Are there any sudden spikes in the graph?
  - What is being compared in the graph?
  - What prediction can I make for the future?
  - What inferences can I make about the graph?

Analyze the graphs below and write a reflection on what you think the graphs are communicating to you. To guide you with your response, start with some observations.

- What is the topic of each graph?
- What does the x-axis represent? What does the y-axis represent?
- What are some observations that you can make based on the graph?
- What do you foresee happening in the next 10 years?

## Number of sexual assaults reported to the Pentagon

Defense officials say that while the number of reported sexual assaults has stayed the same for the last three years, the fact that more individuals are choosing to report is a sign of progress.



The total number include all forms of sexual assault, including sexual harassment and sexual abuse.

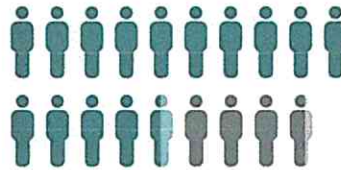
Source: Department of Defense  
WASHINGTON POST

# SEXUAL ASSAULT

A look at how sexual assault is reported at public, private universities

## ON CAMPUS

In its first year, the SRVR team, a group of trained counselors within the Counseling Center who offer 24/7 privileged and confidential support, advocacy and counseling to students, provided in-person support, advocacy and discussion of reporting options to 144 students with an additional 38 seeking support by phone.



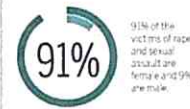
10 people who were provided in-person support

30 people who were provided over-the-phone support

In 2014-15, the Title IX coordinator received **143** reports from students impacted by sexual assault, relationship violence, stalking and harassment.

Throughout 2014-15, Student Assistance staff members provided case management services to **114** students impacted by sexual and relationship violence.

## ACROSS THE COUNTRY

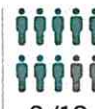


**\$151,423**  
The approximate amount of money each rape costs the U.S. government

Rape is the **most under-reported crime**. **90%** of sexual assault victims on college campuses don't report the assault.



The percentage of men at one university who self-reported acts qualifying as rape or attempted rape admitted to committing repeat rapes



**8/10** in 8 out of 10 cases of rape, the victims knew the person who sexually assaulted them.



**81%** of women and **55%** of men report a significant short-term or long-term impact such as Post Traumatic Stress Disorder (PTSD).

The topics of each graph are: the number of sexual assaults reported throughout the years, and sexual assault cases in both types of universities. The x-axis represents the years the data has been collected in regards to sexual assault reportings to the Pentagon. The y-axis represents the number of reports filed in that year showing a steady increase then a large leap, back to a steady increase of reports. I can observe that 2012 to 2014 had the most significant increase and based upon this, I predict that more years in the future will come where large bounds occur like this one - especially with the growing popularity to voice your opinion and speak up. From the second infographic, I can witness the various rates at which college students are reporting sexual assaults. Many colleges have students who don't even bother reporting the harassment, at a rate of around 90%. Most cases were friendship/acquaintance related as well, making it all the more shocking and reasonable why they don't really report being raped. However, I will predict that college students will become more active in promoting the report of sexual assault so nobody is left "alone in the dark" about this traumatizing experience many face today.



**Graph of the Week**

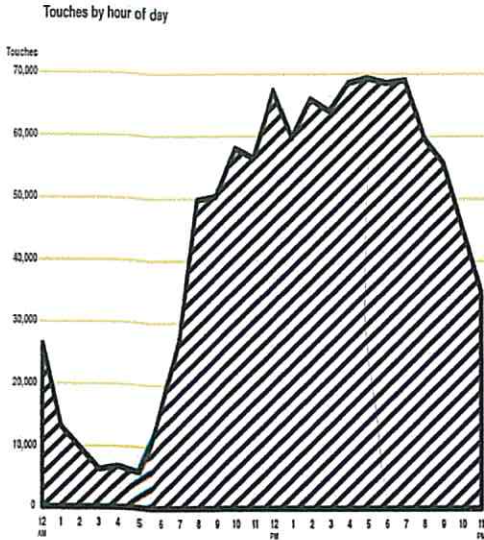
**October 1-5, 2018**

Analyze the graphs below and write a reflection on what you think the graphs are communicating to you. To guide you with your response, start with some observations.

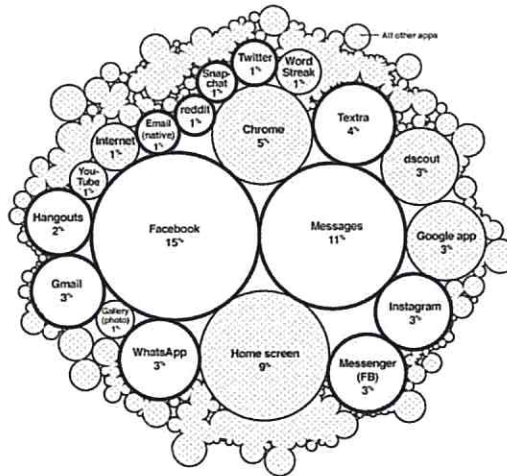
- What is the topic of each graph?
- What does the x-axis represent? What does the y-axis represent?
- What are some observations that you can make based on the graph?
- What do you foresee happening in the next 10 years?

Questions to ask when reading graphs:

- Is there an upward or downward trend?
- Are there any sudden spikes in the graph?
- What is being compared in the graph?
- What prediction can I make for the future?
- What inferences can I make about the graph?



Top 20: by share of all touches



Top 10 touchiest app categories\*

Category	Touches per session
1 Games	80
2 Shopping	60
3 Health and Fitness	57
4 Social Media	55
5 Dating	53
6 Utilities	51
7 Messages	48
8 Internet browsing	46
9 Images	45
10 News & Weather	37

\*from the top 100 touchiest apps, for categories with touches from more than one app

<https://www.nytimes.com/2018/08/14/style/how-can-i-focus-better.html>

<https://blog.dscout.com/mobile-touches>

The three graphs discuss the touches on iPhones or mobile in general. The first graph shows how many times phones are touched by the hour. Throughout the day, the touches on a phone grow until it peaks at around 5:30 pm. This could mean that the user could have gotten off of work to use their phone. The early morning shows a steady increase in touches and a more abrupt decline in the evening times, which could signal a later use of phones and much more uses at night. This makes sense as school and work are typically in the morning. The abrupt drop towards the end could signify the full use of phones until the end of the day before sleeping. The next graph shows the top 20 apps/programs touched by consumers. The top app used by consumers is Facebook. The other apps are usually social apps or are related to social media. This reveals the society we live in, as many are obsessed with social media and life on the internet. The final table talks about the category of app with the highest touches. The highest category would be games, with 80 touches per session. Shopping is the second highest with an average of 60 touches per session. Health and fitness apps are also greatly touched, thus showing a society that cares about health, but only to an extent. With the rise of the exercising trend, many are aware of their health and thus spend much time to monitor their weight. Gaming is the most touching app category because most games require multiple touches per session, mainly to navigate and operate the game.

**Graph of the Week**

**October 12, 2018**

Analyze the graphs below and write a reflection on what you think the graphs are communicating to you. To guide you with your response, start with some observations.

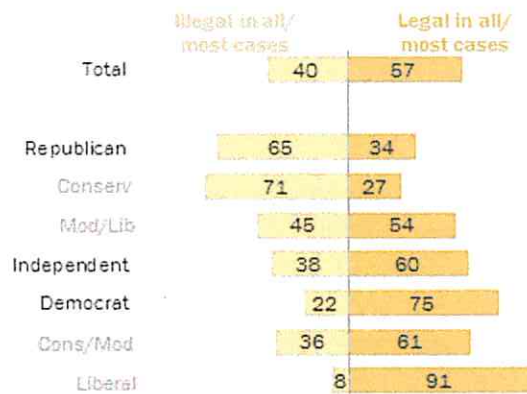
- What is the topic of each graph?
- What does the x-axis represent? What does the y-axis represent?
- What are some observations that you can make based on the graph?
- What do you foresee happening in the next 10 years?

**Questions to ask when reading graphs:**

- Is there an upward or downward trend?
- Are there any sudden spikes in the graph?
- What is being compared in the graph?
- What prediction can I make for the future?
- What inferences can I make about the graph?

**Wide ideological gaps in both parties in views of abortion**

% who say abortion should be ...



Note: Don't know responses not shown.  
Source: Survey conducted June 8-18, 2017.

PEW RESEARCH CENTER

**Views of having an abortion by religion**

% of each religious group who say having an abortion is \_\_\_\_



Note: Other responses and don't know/refused not shown.  
Source: Survey of U.S. adults conducted Aug. 16-Sept. 12, 2016.

PEW RESEARCH CENTER

<http://www.pewresearch.org/fact-tank/2017/01/26/5-facts-about-abortion/>

The topic of each graph is, ideological views of abortion and religious views of abortion. Each graph represents the percentages of people that either agree or disagree with the situation of abortion, and what ideological/religious background they come from. Some observations that I can make about the graphs are that people who are conservatives do not agree with abortion being legal, but the rest of the parties are mainly for abortion being legal in most cases. The religious views increase as morally wrong as you go up the "religious hierarchy" and it evens out when people become unaffiliated. Something that I foresee in the future is that abortion being seen as legal and not a moral issue will gradually increase due to several rights movements occurring and how people say they deserve the freedom to choose what they want to do. The graphs are comparing multiple perspectives of two categories in which people have opposing or just less radical viewpoints. They wish to survey a wide range of people to see multiple perspectives and their thoughts on abortion.