Draw your Behavior-Over-Time Graph (BOTG) here:

Don’t forget to:

- Title the graph
- Identify the X & Y axes
- Label the X axis
- Label the Y axis
- Use a line to graph the changes in “Y”
- Use appropriate scale

TOTAL/24 Average

Benchmarks
- Demonstrate different ways to represent numbers using graphs, sketches, diagrams, and manipulatives
- Select and use relevant information in the problem to solve it