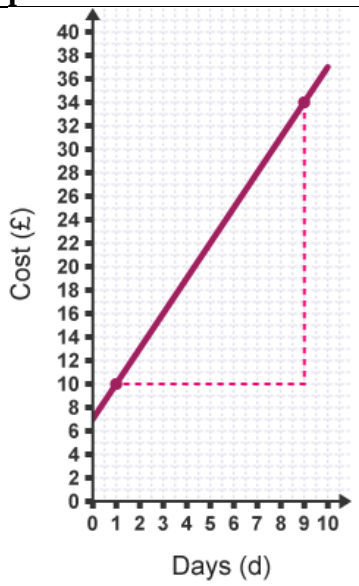
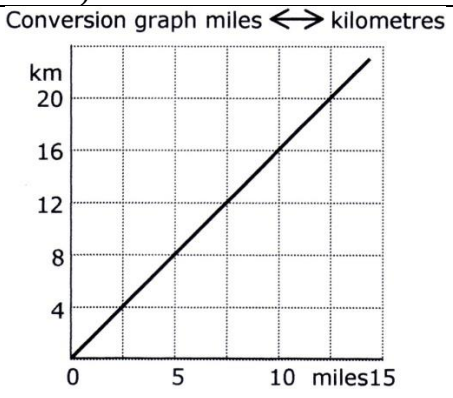
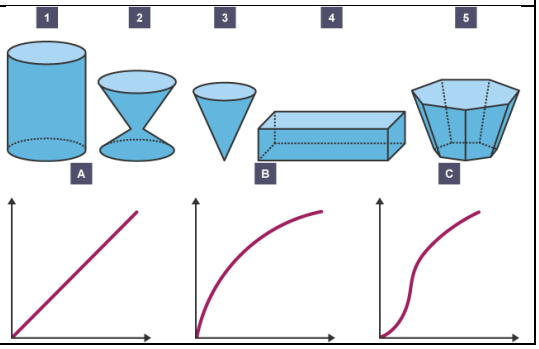
# Topic: Real Life Graphs

| Topic/Skill | Definition/Tips | Example |
|---|---|---|
| 1. Real Life Graphs | Graphs that are supposed to model some real-life situation.<br><br>The actual meaning of the values depends on the labels and units on each axis.<br><br>The **gradient** might have a contextual meaning.<br>The **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><br>The gradient shows the cost per day. It costs £3/day to hire the ladder.<br><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><br>Can be used to convert units (eg. miles and kilometres) or currencies ($ and £)<br><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. |  <br>$8\ km = 5\ miles$ |
| 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. |  |