**5.2 Standard Deviation**

**Definition:**

Ex. 5, 5, 5, 5, 5 1, 2, 5, 5, 12

**Formula:**

Ex. Test Marks: 94%, 56%, 89%, 67%, 84%

Ex. Gaming Hours Per Week

|  |  |
| --- | --- |
| **Hours** | **Frequency** |
| 3 – 5 | 2 |
| 5 – 7 | 5 |
| 7 – 9 | 6 |
| 9 – 11 | 7 |
| 11 – 13 | 4 |
| 13 – 15 | 3 |