

## **Soccer Outcome Factors (Sam & Dante)**

This project will extensively cover the game of soccer and what factors effect the outcome of the game, specifically at what time the first goal is scored and if the team that scores first is the most likely to win the match. Through out this project it will cover raw data from both the English and the Spanish soccer league, correlations between the two, and what effect that each of these have on the league. Along with this the data showed will support the idea that factors such as when the first goal is scored and who scores first has a major impact on the outcome of the match. The report goes into detail about our findings and how we have presented them to best support our hypothesis. The findings are detailed and suggest that a game is very affected by when a goal is scored and what team scores first. It is more likely that the time that scores first will win the game. This may be due to the increased moral and excitement of the scoring team or the fact that soccer is usually a lower scoring back and forth game. The results are showed in a few different ways with the correlations between average minute a goal is scored to the wins a team has and if a team scores first to wins and losses. The results of our data are also reflected in both the Spanish and English league.

## **Does Music Affect Behaviour? (Stacey & Abbey)**

The purpose of our investigation was to figure out whether or not music can affect a teenager's behaviour. The factors of behaviour that we explored include: the achievements and progress of a student in school, the amount of time a student goes out to party with their friends, and whether or not a student is influenced by drugs and alcohol. We looked at how often a student is listening to music, and what preferences they have for genres of music. From our results, we found that certain genres of music do not have the affect on a student's behaviour that we had originally predicted. However, some things that we concluded from the survey results did portray a small negative influence on a student's behaviour. We found that most of the affects of music were during class time while students were listening to music in class or while studying. This could be classified as being a distraction from school work as oppose to the certain genre effecting the grades of a student.

## **Spending Habits (Djordy & Chris)**

The hypothesis I have decided to explore is the older you are and the grade level you are in, and the level whether it be academic or applied will the student spend or save more money. Our hypothesis believes that if you are in grade 11 and 12 you will be more likely to save your money because you are preparing for going off to post secondary education. Also our hypothesis states that students in grade 9 and 10 would spend more then save because the students are not yet realizing money management and other responsibilities. Also we wanted to explore whether being a male or female would you spend more or save more. This is significant because gender plays a big role on what student a spends money on such as clothes. I know this may sound very stereotypical but this can help prove or disprove our hypothesis even more.