

BE A SCIENTIST: An activity on intersections

Without a code or command before an intersection, Evo will go to a random direction. Be a scientist and find out which direction Evo is more likely to go to when not given a command.



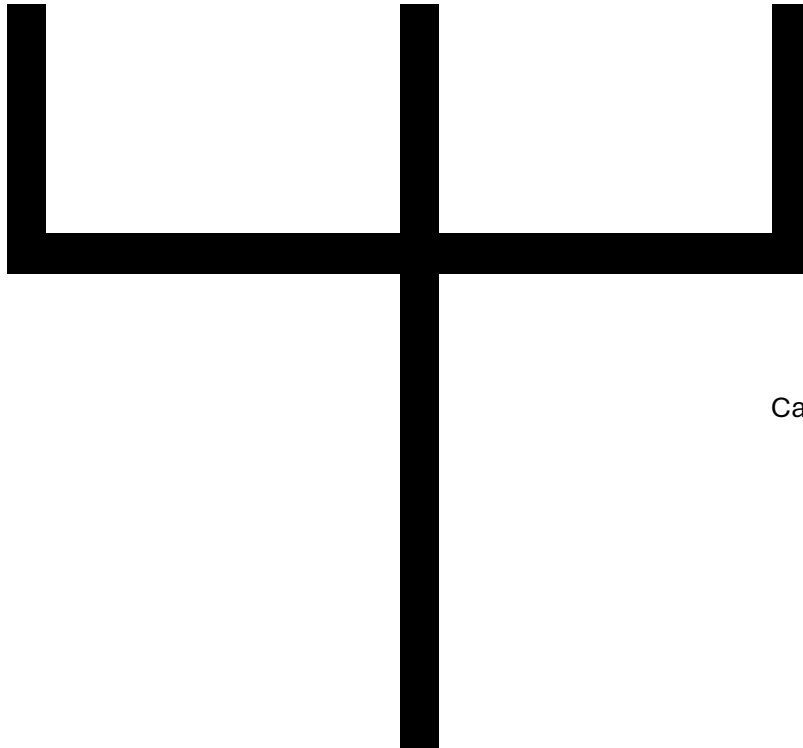
SCHOOL



LIBRARY

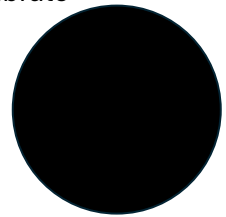


HOME



START

Calibrate



1. PREDICTION: I predict that Evo will go to _____ (school, library, home).

2. DATA COLLECTION: Evo can't decide where to go. Put Evo on "START" and let Evo go for a walk. Put a tally mark (ex. |, ||, |||) under each building that Evo visited. Do this 10 times with at least 5 seconds in between (to let Evo reset). Then, circle the building with the most marks.

SCHOOL	LIBRARY	HOME

3. OBSERVATION: Look at your data collection table. Without a code or command telling Evo where to turn at an intersection, Evo is more likely to _____.

(turn left, go straight, turn right)