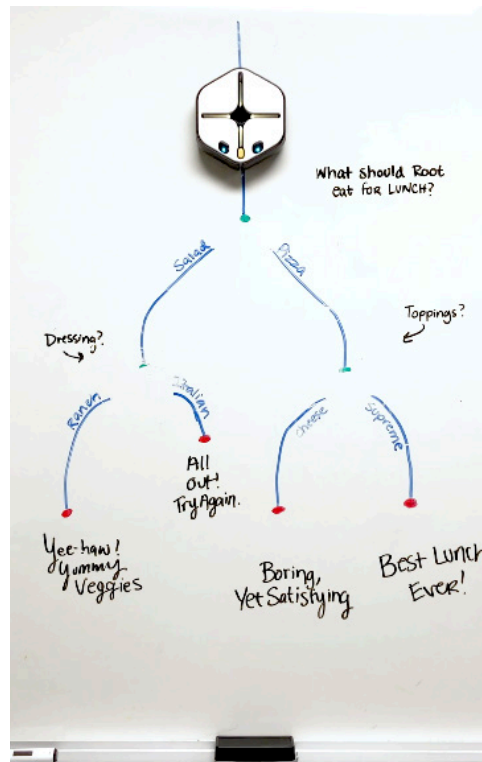


Decision Tree

Combine storytelling, probability and coding together in this engaging project with endless possibilities!

Teacher Prep

- Open the Decision Tree code project from the Root Coding app.
- Draw a Decision Tree on the board.
- The LINES Root follows should be in BLUE.
- The TURN POINTS indicating a decision should be in GREEN.
- The END RESULTS should be in RED.



With the Class

- With your class, fill in your Decision Tree by writing a story with multiple paths and various endings on the board.
- Example: It's time to order dinner! Should you order salad or pizza? Which dressings/toppings should the salad/pizza have?
- Use the Decision Tree project to code Root to navigate through the decision tree, randomly turning at green dots marking each decision point (A. Should you order pizza or pasta. A1. Oh no, your pizza is too hot. Should you wait til it cools or eat it now?)
- How many endings can your classroom Roots achieve?



Code Level(s):

2-3

Subject(s):

Math
Computer Science

Time:

15 mins.

Grade Level(s):

2-12

Students:

Groups of
1-4

Supplies:

- Root Robot
- Device with Root Coding App
- Root-Compatible Marker
- Whiteboard or large, long smooth surface for Root to drive and draw on

Educational Standards:

- CCSS.ELA-LITERACY.RL.2.5
- CCSS.ELA-LITERACY.W.1-1.2.3
- CCSS.MATH.CONTENT.HSS-MD.B.6

Going Further

- For math connections, encourage students to record and plot the data of Root's decisions. Is there one ending that seems more likely than the others?

