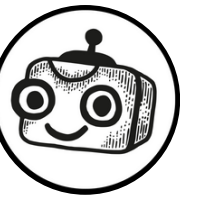AI Curriculum

AI in Elementary School Computer Science

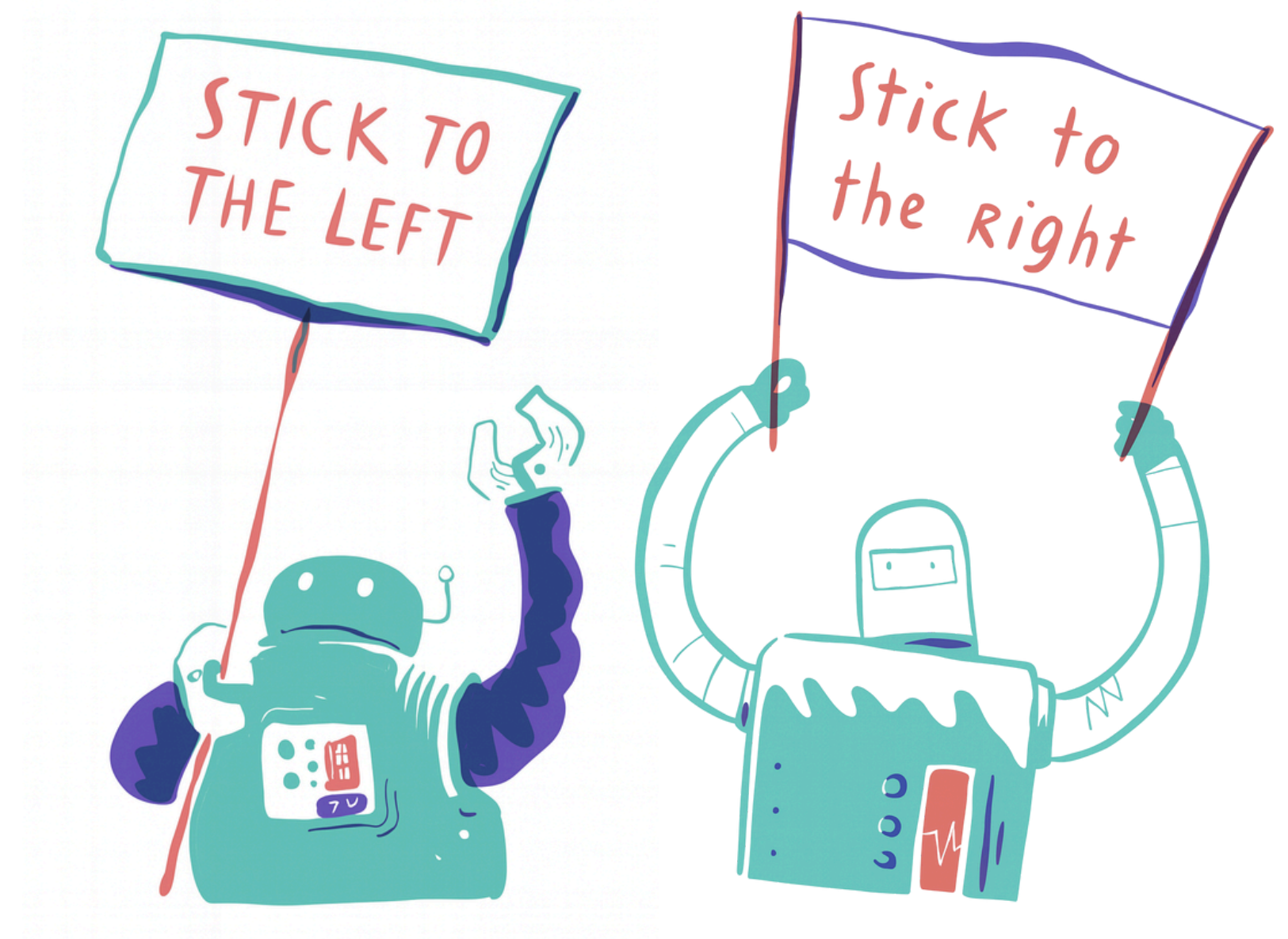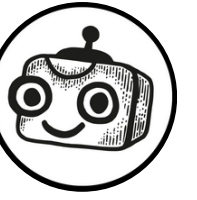# Robots' Maze Adventure

06

HOW DO WE GET THERE?

Using the right-hand (or left-hand) rule: A simple method where you choose one side and stick to it the entire way.

Backtracking: If you hit a dead end, you go back to the last intersection and try a different route.

Breadcrumb trail: You drop crumbs or small objects in places you've already been. That way, when you return, you'll recognize where you've already gone.

MORE IDEAS?
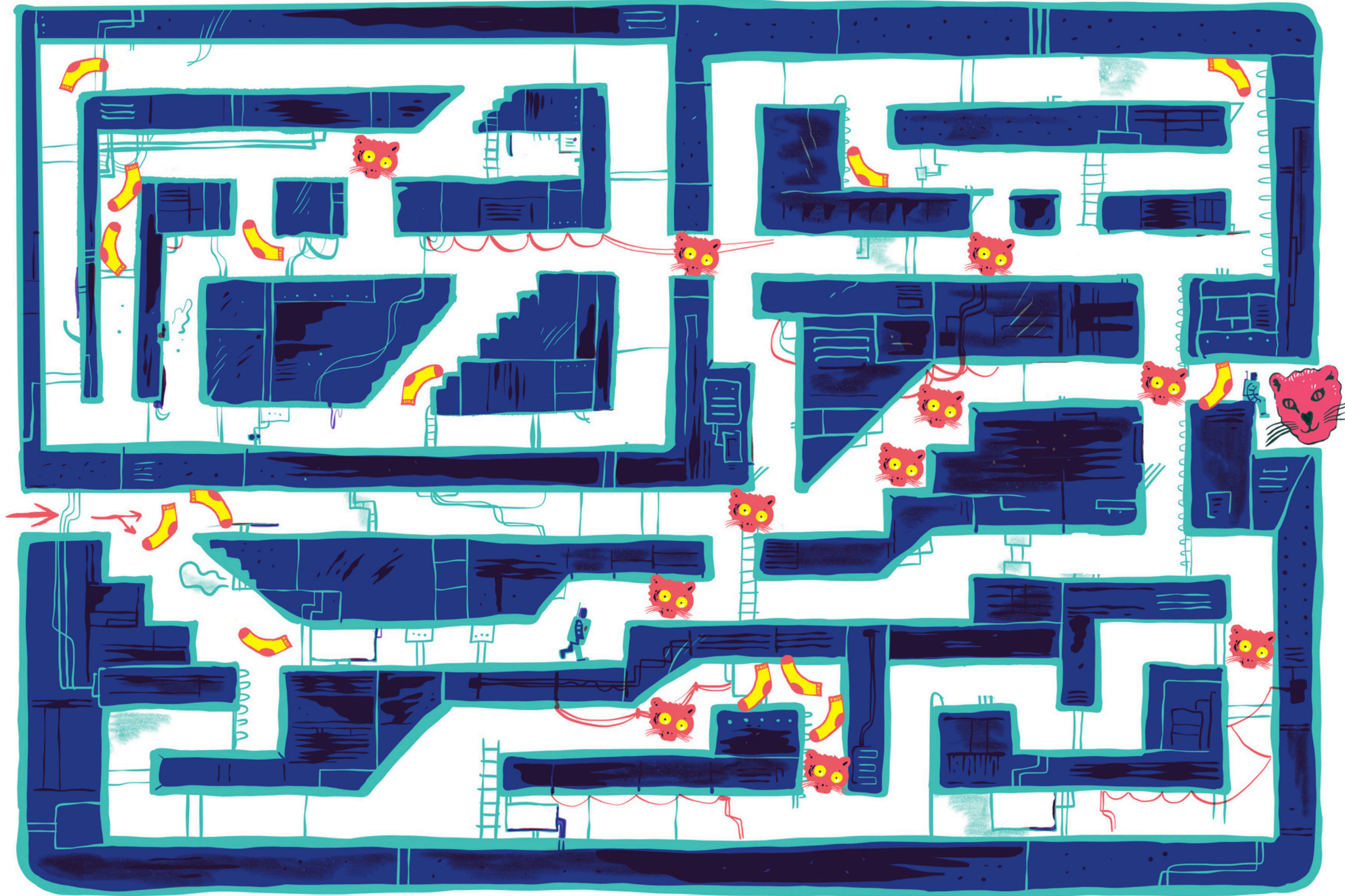
STICK TO THE LEFT

Stick to the Right
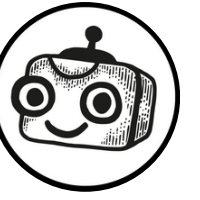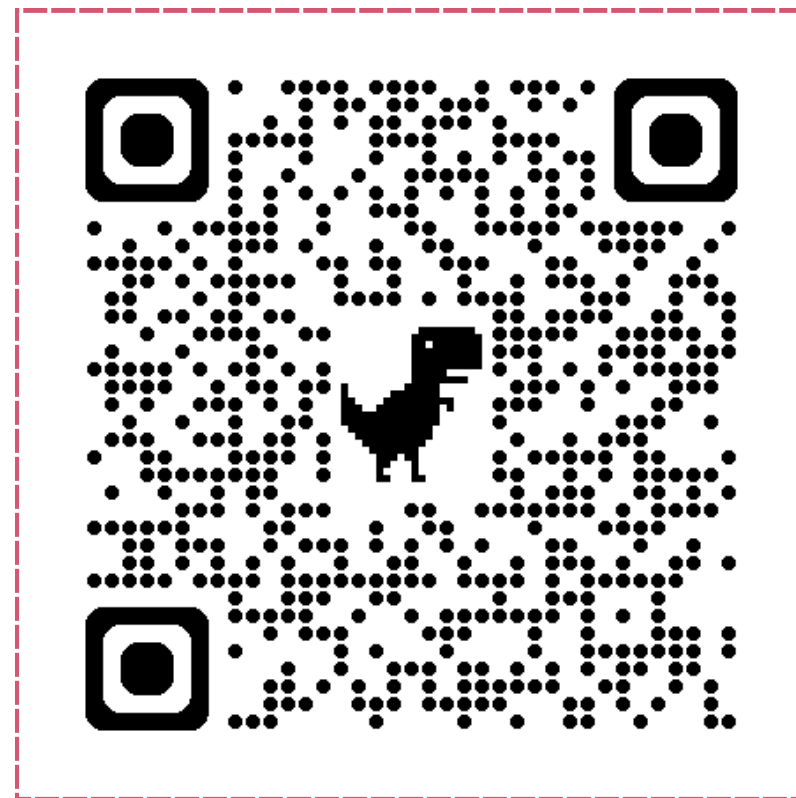
socksnatching
mouse

sock

Kitty

ROBOTS ARE RACING!

Guess who wins!

Feel free to only play selected sections:
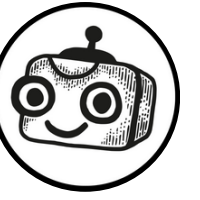Beginning
204th attempt
390th attempt
738th attempt
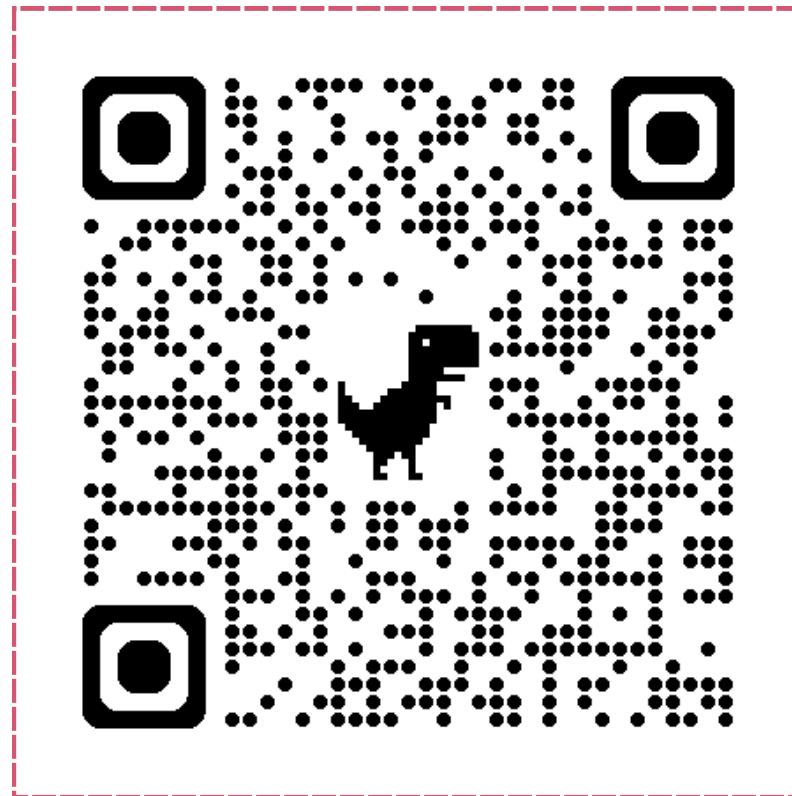813th attempt
954th attempt
1638th attempt

HEXAPAWN!

A computer that learns to play simplified chess.

SEE YA LATER,
PURR-VENTURERS!