

Running Simulations



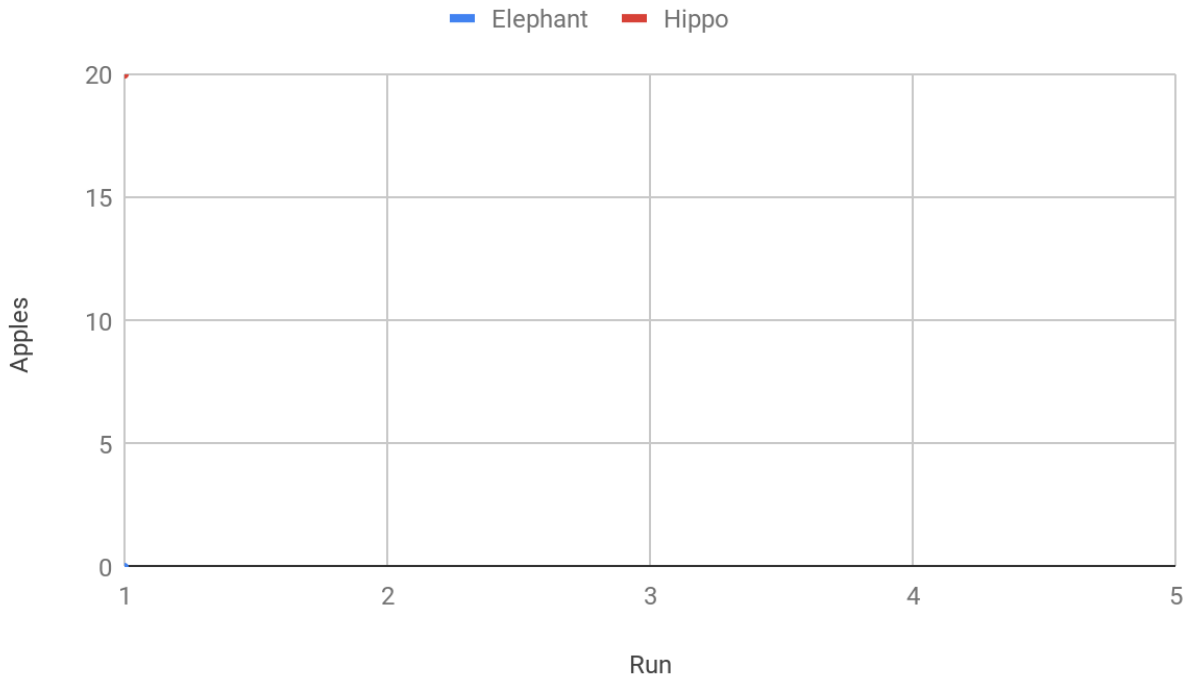
Collect Data

Let's figure out who's the best apple collector, the elephant or the hippo. Run the simulation on the first bubble of this lesson *at least* 5 times and record how many apples each animal collected and how long it took to collect all of the apples

	Run #1	Run #2	Run #3	Run #4	Run #5
Elephant					
Hippo					
Time					

Line Graph

Using a different color for each animal, draw a line graph that tracks how many apples each animal collected during each of your five simulations.



Modifying Simulations



Modify and Predict

Now that you have some data about this simulation, it's time to start experimenting. On the second bubble of this lesson you will be able to modify the variables that control this simulation. Pick a variable to change and predict how that will change your data.

Variable to modify: _____

Predicted outcome:

Collecting More Data

Run your modified simulation at least five times and collect the data below

	Run #1	Run #2	Run #3	Run #4	Run #5
Elephant					
Hippo					
Time					

Visualize Your Data

Choose a way to visualize the data you collected to see if your prediction was accurate.