Let's answer - Logic

LO 2.1 & 2.2: How AI uses rules and probability.

1:00

Name: Class:

1. Sensor	2. IF-THEN rule	3. Probability	4. Logic	5. Best chance
Detects changes around it	Checks a condition, then acts	How likely an event is (0 to 1)	Rules or steps used to decide	Pick the option most likely to succeed

Match each concept to its example (write the number)

A ----------	B ----------	C ----------	D ----------	E ----------
				
A chess AI picks the move most likely to win	A weather station measures temperature, rain and wind	Read the sensor, ask "Dark?", then switch the light	Path 1 has a 70% chance of an accident	IF it is dark THEN the streetlight turns on

LIVEWORKSHEETS