

Let's answer - Logic

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

1:00

AI - L2 - Logic and probability

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



A chess AI picks the move most likely to win

B



A weather station measures temperature, rain and wind

C



Read the sensor, ask "Dark?", then switch the light

D



Path 1 has a 70% chance of an accident

E



IF it is dark THEN the streetlight turns on