Grown-up guide

Why charts that match prove less than they seem to.

OBJECTIVE

Twelve Cases, each a pair of things whose charts move together. Is A making B happen, is it backwards, is a hidden third thing behind both, or is it luck? On 3-2-1, show 1, 2, 3 or 4 fingers. The Reveal card says who was right. +2 for the right pile, and a Sure coin can double it. Highest score wins.

WHY THIS GAME

1. A chatbot has no list of facts. It predicts what comes next from patterns in its training data. If the data hides the real cause, it learns the pattern anyway and is confidently wrong.
2. The ice cream and lake rescues Case is the classic: both rise in summer because hot weather drives both. A bot trained on those charts would 'learn' that ice cream predicts rescues.
3. The same mistake sits under hallucinations, unfair bias, and shortcuts like the white ghosts in Haunted Bot: the pattern is real, the explanation is not.

BE HONEST ABOUT THE CHARTS

1. All twelve Cases are invented stories with made-up numbers. The ideas are real; the figures are not.
2. Each chart is stretched to fill its box, so lines look more alike than raw numbers would. Real charts can do this too. Ask what the axis says.
3. Twelve points is a small amount of evidence. That is on purpose: it is why luck is a real answer.
4. 'Who moved first?' is a good clue, not a proof. A hidden thing can also move one chart before the other.

RUNNING IT WITH A CLASS

1. Whole class: project or print the Case Charts, split into teams, and let each team show one number after a 15-second huddle.
2. After each Reveal, ask one student to say the hidden thing, or who moved first, in a sentence. The sentence is where the learning is.
3. Play all twelve in about 20 minutes. Short on time? Shuffle the stacks and play eight, as long as one of each pile is in there.

KEEPING KIDS SAFE

1. No real kids, towns, brands or people appear. Nothing here is graphic.
2. Case 1 mentions lake rescues. If a child has had a frightening time in the water, skip it and play eleven.
3. Nothing leaves the table: no names, no accounts, no screens required.

TALK ABOUT IT

1. What hidden thing could make a chatbot repeat a stereotype?
2. If an AI learned about drinks only in summer, what would it get wrong in winter?
3. Can you think of two things in your day that move together? What is behind them?
4. When is 'who moved first?' not enough?

THE FOUR QUESTIONS

1. Does A make B happen? Did A move first?
2. Does B make A happen? Did B move first?
3. Could something else, not on the chart, make both happen?
4. Is it just luck? Are there only a few points?