

Data Audit

Ages 8-14 + parents · 2-4 players · about 15 minutes · no screens

OBJECTIVE

Each of you is training a pet-spotting bot. Over 6 rounds, draft photos into your face-up training set while Test cards reveal what the real world will ask. A Test passes if one of your photos shows both of its words. After the last draft, flip one surprise Test, then score: +2 per passed Test, +3 if your data is balanced. Highest score wins.

MATERIALS

45 cards: 27 Photos (every Animal x Place x Time, once each) and 18 Tests. A kitchen table. No pencils.

SETUP

- 1 Shuffle the 27 Photo cards. Deal face-up Photos in a row equal to the number of players + 2 – that's the market.
- 2 Shuffle the 18 Test cards face-down. Leave room for a Test row.
- 3 The youngest player is the first Picker. Everyone starts with an empty training set.

EACH ROUND

- 1 Flip the top Test card face-up into the Test row. It stays there all game.
- 2 Starting with the Picker and going left, each player takes one Photo from the market and puts it face-up in their training set.
- 3 Refill the market from the Photo deck after each pick. If the deck is empty, don't refill.
- 4 When everyone has picked once, the round ends. Pass the Picker role to the left.

THE SURPRISE TEST AND THE AUDIT

- 1 After round 6, everyone has 6 photos. Flip one more Test – the surprise Test. Nobody could plan for it.
- 2 Now there are 7 Tests in the row. Check each one against your own training set.
- 3 Point at the photo that passes a Test. If you can't point at one, that Test found a blind spot in your bot.

HOW TO SCORE

- 1 +2 for each Test your training set passes: one photo shows that animal AND that place or time.
- 2 +3 balanced data: your photos include every animal (Cat, Dog, Bird), every place (Home, Park, Snow), and every time (Day, Dusk, Night).
- 3 Perfect score is 17.
- 4 Ties: balanced data beats unbalanced, then the younger player.
- 5 Example: Cat Home Day, Cat Snow Night, Dog Park Dusk, Dog Snow Day, Bird Park Night, Bird Home Dusk is balanced. Its blind spots: Cat + Park, Cat + Dusk, Dog + Home, Dog + Night, Bird + Snow, Bird + Day.

WHAT THE CARDS TEACH

- 1 Photo – a piece of training data. A bot learns only from what it is shown.
- 2 Test – a real-world case the bot meets after training.
- 3 Blind spot – a case the training data never showed. Real AI fails here too.
- 4 Balanced data – covering every kind of case beats a big pile of the same one.

VARIANTS

- 1 2 players – same rules. The market is 4 photos.
- 2 Solo – market of 3. After each pick, discard the leftmost photo and refill. Flip all 7 Tests at the end. Score 11 or more to win.
- 3 Classroom – after scoring, each player says one sentence: "My bot would fail at __ because it never saw __."
- 4 Hard mode – no Test row during the draft. Flip all 7 Tests at the end, like the real world.

PRINT TONIGHT

Instruction sheet on plain paper, one side, Actual Size / 100%. Cards: Avery 5388 at Actual Size / 100% (never Fit to page). Tear on the perforation.

27 Photo cards + 18 Test cards = 15 Avery 5388 sheets.