

Learning Log

Write each robot move as tile code + letter (2-07 B). Trainer wins? Cross off that game's LAST robot move on the mat.

GAME	TRAINER	ROBOT MOVE 1	ROBOT MOVE 2	ROBOT MOVE 3	WINNER
1					R / T
2					R / T
3					R / T
4					R / T
5					R / T
6					R / T
7					R / T
8					R / T
9					R / T
10					R / T
11					R / T
12					R / T
13					R / T
14					R / T
15					R / T
16					R / T
17					R / T
18					R / T
19					R / T
20					R / T
21					R / T
22					R / T
23					R / T
24					R / T
25					R / T
26					R / T
27					R / T
28					R / T
29					R / T
30					R / T

R = robot won · T = Trainer won (+1 point) · 4 R in a row = graduated

LEARNING CURVE · shade one square per robot win

1-5

6-10

11-15

16-20

21-25

26-30

ROBOT DIPLOMA

This robot learned Hexapawn in _____ games without ever being told how.

Robot's name: _____

Trained by: _____