



**FIRST LEGO LEAGUE - Ontario**

**Questions**

Question 1 Math	What made estimating the light values difficult? Comment on how close you were with each of the 5 you predicted.
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Question 2 Math	What strategy made estimating the distances it would travel a little bit easier?
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Question 2 Robotics	Why do we use parts per 100 (percentages) as a way to quickly understand what portion of something we have? Can you think of a better number instead of 100?
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Question 3 Coding	Why would getting a percentage value be better than getting an absolute light intensity back? For example you could send out 83 lux (light intensity units) and get back 13 lux, and use that to control your code. What makes this less useful?
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