Maths Bean Machine



Switch on STEM

Bean Machine

Sketch the shape of the Bean Machine when all the beans have been allowed to fall:

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| • + | Toss the coin and note down if it was heads or tails. |
| - + | |
| ~ + | - If it was heads it counts as a 'right' for the bean so move your 'bean' one place to the right on the number line (+1). |
| ω + | |
| + 4 | - If it was tails it counts as a 'left' so move your 'bean' one |
| 51 | place to the left on the number line (-1). |
| o + | |
| + | Repeat this until you have 20 tosses: |
| ω | |
| ω | Place your brick in the corresponding column to your end position. |
| 1 + | F-2 |
| | End Position: |

| Maths | Bean Machine | |
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