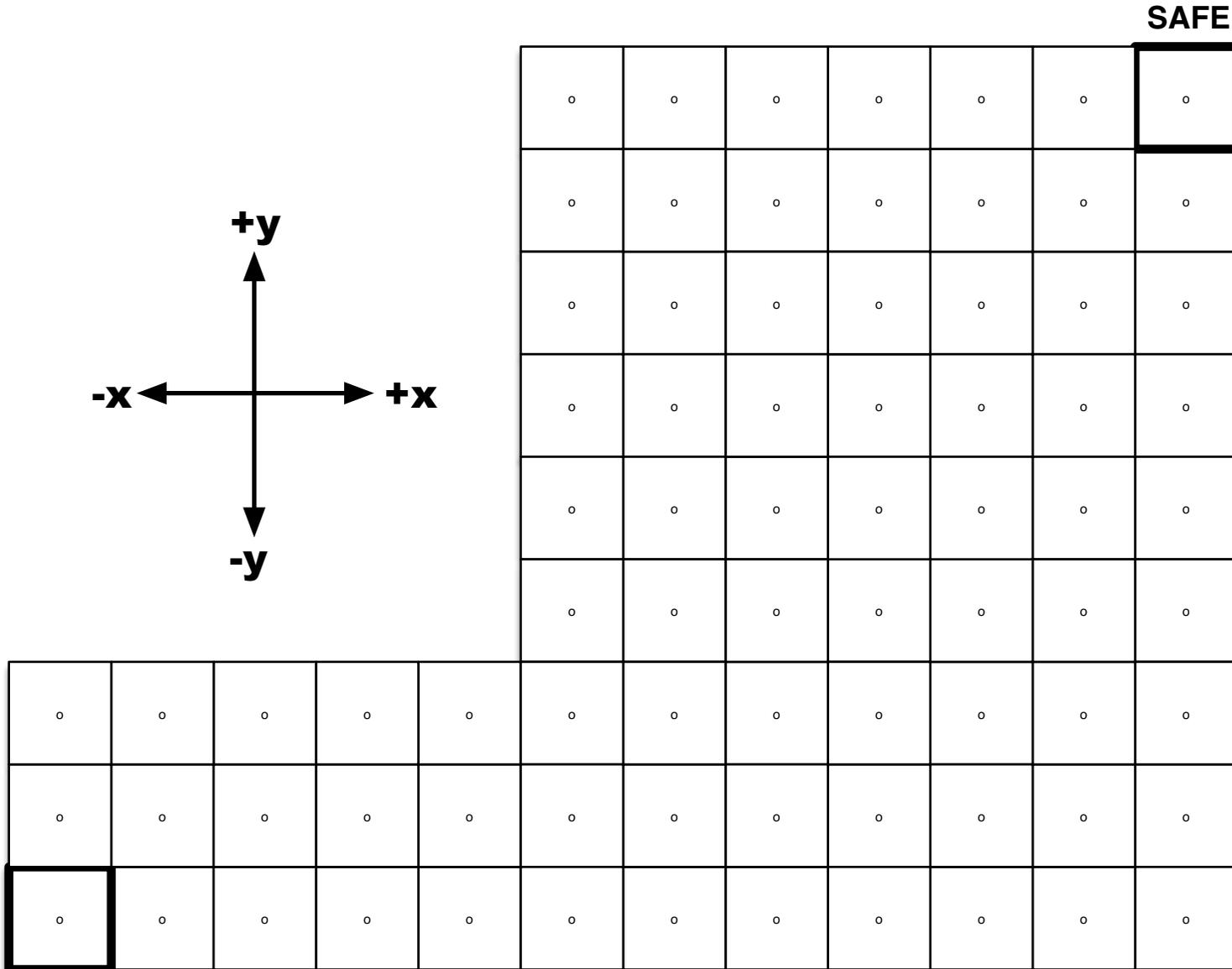


Escape Jurassic Park (Physics Style)

- 1) Moves are from the middle of one square to the middle of another.
- 2) You may move two squares per turn in any combination of directions.
- 3) After you move, the two Tyrannosaurus Rexes will move two squares in a random direction.
- 4) If you end up in the same square as either of the T. Rexes, you get eaten (game over!)
- 5) Keep track of your VECTORS on the grid with arrows, and in the table at left.



VECTOR LOG		
turn	Dx	Dy
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
total	11	8

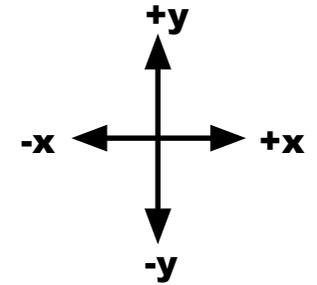
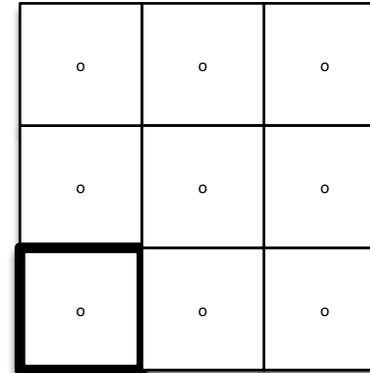
START

QUESTIONS

VECTOR LOG A		
turn	Dx	Dy
1	2	0
2	0	2
total		

VECTOR LOG B		
turn	Dx	Dy
1	1	1
2	1	1
total		

VECTOR LOG C		
turn	Dx	Dy
1		
2		
total		



- All of the VECTOR LOGS start at the start square.
 - Plot the vectors for A and label the path "A".
 - Plot the vectors for B and label the path "B".
 - Create another path to the same spot and fill it in for C's log.
 - What things are the same about Paths A, B and C?

answer:

- What is different about them?

answer:

- Fill in each of the VECTOR LOGS so that they do not overlap and:
 - A gets to the top square in 3 turns
 - B gets to the middle square in 3 turns
 - C gets to the bottom square in 3 turns

VECTOR LOG A		
turn	Dx	Dy
1		
2		
3		
total		

VECTOR LOG B		
turn	Dx	Dy
1		
2		
3		
total		

VECTOR LOG C		
turn	Dx	Dy
1		
2		
3		
total		

- How are they all the same? What is different for them?

answer:

