

STEM Sims

Lesson 2: Making a Tree

A decision tree is a tool used to help people make decisions regarding questions of importance. These trees consist of nodes and branches. How can you use a decision tree to represent tabular data and the tree's results to help you make a decision?

Doing the Science

- Start the Data Analytics Simulation by clicking on the "Sim" tab. 1.
- 2. Choose Data Set 1.
- 3. Note the data appearing in the Data Table at the left-hand corner of the screen.
- Click and drag the "Rain" icon onto the board area to the right. You're interested in modeling 4. the data in the first row of the table data.
- Since the choice under "Rain" in the first row is "Yes," drag a "Yes" branch onto the "Rain" 5. icon on the board.
- 6. Next, drag a "Land" icon onto the "Yes" branch you just placed. Since the choice under "Land" in the first row is "Yes," drag a "Yes" branch onto the "Land" icon on the board.
- Next, drag a "Wind" icon onto the "Yes" branch you just placed. Since the choice under 7. "Wind" in the first row is "Yes," drag a "Yes" branch onto the "Wind" icon on the board.
- 8. Complete the same process to make the decision tree for the data in the other three rows on the data table.
- 9. The decision tree you created was to help a hospital administrator decide whether or not to evacuate the patients from the hospital in advance of an impending strike from a hurricane. The hospital's policy was to evacuate if at least two of the three choices indicated "Yes" responses.
- 10. Answer the questions below based on the results of your decision tree.

Do You Understand?

- 1. Should the hospital be evacuated if there is abundant rain, but the hurricane has not yet made landfall and there are no strong winds?
- 2. How did your decision tree help you answer the previous question?
- 3. Lesson 1, called Heads or Tails, involved using the outcome of the flip of a coin to make an important decision. Discuss how the use of a decision tree is better than (or worse than) using the coin-flip method to help make decisions.

Name