

## ClawCADE STEM Worksheet - High School (Grades 9–12)

- Record 10 attempts and calculate experimental probability vs. theoretical probability.
- The claw uses torque to grip objects. Explain how torque, force, and friction affect its success.
- Using your data, create a graph of attempts vs. wins. What trends do you see?
- Technology Connection: How do sensors and software play a role in modern arcade machines?
- Engineering Design: Propose a new claw machine feature that improves fairness or learning potential.