Chaos Game Exploration Questions

Michael Barnsley used the chaos game to illustrate how a random process can generate a non-random pattern.

| 1. | Play the chaos game by hand on the <u>transparency</u> . Plot 25 points. Do you see a pattern emerging? Now take all of the transparencies from your classmates and line them up. Do you see a pattern now? What pattern do you see? |
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| 2. | Play the standard <u>Chaos Game</u> adding 100 dots at a time. When do you see the pattern? Is it the same as the one you saw by hand? |
| | is it the same as the one you saw by hand: |

3. Play the <u>Chaos Game</u> with more vertices. Try four, five and six. What do you see? What would you predict seven and eight vertices would look like?