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CERTIFICATE OF ACHIEVEMENT

LEARNING KIT COMPLETION

This certifies that

Your Name

SAMPLE

has completed every step of the learning kit

Make a Fair Claw Machine

Physical science and math

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LEARNING KIT

2026

Stephen Souders

MYTEK LAB

November 15, 2026

DATE COMPLETED

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STEPS COMPLETED

Certificate SAMPLE

LEARNER

Your Name

SUBJECT

Physical science and math

Each step below was done with the kit **Make a Fair Claw Machine**, finished November 15, 2026.

- ✓ Step 1: Play, lose, and read why
- ✓ Step 2: The squeeze where it slips
- ✓ Step 3: Squeeze or cradle
- ✓ Step 4: Let the robots play
- ✓ Step 5: Build your own, and make it honest
- ✓ Step 6: Is it fair? Win it and say

SAMPLE

For the parent or teacher

Sign here when you have seen the work.

PARENT OR TEACHER SIGNATURE

DATE

MY WORK

Your Name: Make a Fair Claw Machine

Plays I made	14
Prizes I won	5
Grip Bench tests	6
How often the robots won my machine	0.47
What holds a prize up, in my words	Friction between the prongs and the bear pushes up. The harder they squeeze, the more friction, and when it is less than the bear's weight the bear slides out.
Is a secret strong grip fair? My answer	Not fair. Someone who aims perfectly still loses nine times out of ten, and nothing on the machine tells them. You could count wins over a lot of plays and see
Step 1. What the replay said about one play you lost.	(what the learner wrote)
Step 1. The one thing you would change for the next try.	(what the learner wrote)
Step 2. The weakest grip that still held the bear, and the grip where it slipped.	(what the learner wrote)
Step 2. Your bench line for the ball.	(what the learner wrote)
Step 3. Which hand grip needed less squeeze, and why.	(what the learner wrote)
Step 3. The bear's bench line with curled tips next to the line from step 2.	(what the learner wrote)
Step 4. Your guess out of 20, and what the robots got.	(what the learner wrote)
Step 4. The rate from 100 plays, as a fraction and a percent.	(what the learner wrote)
Step 5. Your machine's name and its three grips.	(what the learner wrote)
Step 5. What the honest check said the first time, and what you changed if it failed.	(what the learner wrote)
Step 6. Your machine's win rate from 100 robot plays.	(what the learner wrote)
Step 6. Your fairness answer.	(what the learner wrote)