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Are You Smarter Than a Fifth Grader?

This experiment researches how age may affect a human's ability to solve problems. It was predicted if a child were to run a digital maze where he/she was faced with various problems, the child would complete the maze in a shorter amount of time, than if an adult over 18 ran the same maze. To research this hypothesis a digital maze was created using MinecraftStructure.jar, MCedit, and Minecraft. The maze contained various problems for the test subjects to solve. The age groups tested were ages 10-11, 13-14, and adults over 18. By the end of this experiment it was possible to conclude that the age group 13-14 has more advanced problem solving skills than an adult or age group 10-11. Age group 13-14 had the best results in both the category of time and most problems correct. Age group 10-11 had the second best results, followed by the adults. The average time for age group 13-14 is 175 seconds, age group 10-11 averages 232 seconds, and adults average 236 seconds. The average number of correct turns for the age groups were 2.7 for ages 10-11, 2.8 for ages 13-14, and 2.5 for adults. This information may be useful when evaluating what material to include in school curriculums, since it appears; as humans grow older they lose their ability produce inventive and creative solutions to problems. There are many things schools don't teach, but many skills not taught are the most valuable to everyday life.