

ACTIVITY TITLE:

Human Processor Game



BOOT UP:



Humans and computers are very alike. We have brains, they have processors. Processors have software that tells the computer what to do. For this activity, you will need to team up in pairs. One of you will act as the computer, and one of you will act as the software.



LOADING...

Set up a short obstacle course in the school play grounds using equipment such as cones, boxes, hoola hoops and balls. Decide which person in each team will be the software and the computer. Blindfold the computer, and let the software guide the computer to safety. If an obstacle course can't be made, follow the same rules for drawing a house, using a whiteboard and a marker. The software can read out the following instructions to the computer:

1. Draw a line from left to right until I say 'Stop'. Stop.
2. Draw a line from where you are straight up the board until I say 'Stop'. Stop.
3. Draw a line from where you are from right to left across and up the board in a diagonal line until I say 'Stop'. Stop.
4. Draw a line from where you are from right to left across and down the board in a diagonal line until I say 'Stop'. Stop.
5. Draw a line from where you are straight down the board until I say 'Stop'. Stop
6. Move your hand slowly across the board until I say 'Stop'. Stop. Draw a square door with a round door handle.
7. Move your hand slowly up the board until I say 'Stop'. Stop. Draw a square window.

8. Move your hand slowly straight across the board until I say 'Stop'. Stop. Draw a square window.
9. Lower your hand. You are finished!

ACTIVITY HOSTS

Objective: Think like a computer – understand how a computer processes instructions.

Here's a fun video of a teacher getting the class to tell the 'computer' to make a sandwich
<https://www.youtube.com/watch?v=leBEFaVHlIE>

If you would like to find more computer software and hardware resources like this, go to www.cliste.org.

NEXT STEPS:

Consider the role of apps in society and discuss any new inventions that students are aware of. Have a discussion with students in groups on how new apps could help people, for example by improving health, saving the environment, lowering prices and making life more enjoyable.

Try the **Run Marco!** activity in this pack to further develop your students computational thinking skills.

FINAL STEP!

Activity Hosts - Don't forget to register your activities on www.techweek.ie.

