1. Pick one of the listed categories and name three more objects that it might include.  
     
   Category: \_\_\_**Inside Objects**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
     
   Object 1: \_\_\_**Piano**\_\_\_\_\_\_\_\_\_   Object 2: \_\_\_**Smoke alarms**\_\_\_\_\_\_\_\_\_   Object 3: \_\_\_**game consoles**\_\_\_\_\_\_\_\_\_
2. Think of an unlisted category and identify five objects that it might include.  
     
   New Category:  \_\_**Computer Parts**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
     
   Object 1: \_\_**CPU**\_\_\_\_\_\_\_\_\_\_   Object 2: \_\_\_**GPU**\_\_\_\_\_\_\_\_\_   Object 3: \_\_**RAM**\_\_\_\_\_\_\_\_\_\_  
     
   Object 4: \_\_\_\_**Motherboard**\_\_\_\_\_\_\_\_   Object 5: \_**Solid state drive**\_\_\_\_\_\_\_\_\_\_\_
3. Pick any object and make a list of five "sub-objects" the category might contain. For example, a dancer object is itself a category and could include a folk dancer, a Salsa dancer, a ballroom dancer, break dancer, and an ice dancer, etc.  
     
   Object: \_\_\_\_**Music**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
     
   Sub-Object 1: \_\_\_\_**Hip-hop**\_\_\_\_\_\_\_\_\_\_\_\_\_   Sub-Object 2: \_\_\_\_\_\_\_**Rock**\_\_\_\_\_\_\_\_\_\_\_  
     
   Sub-Object 3: \_\_\_\_\_**Jazz**\_\_\_\_\_\_\_\_\_\_\_\_   Sub-Object 4: \_\_\_**Classical**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
     
   Sub-Object 5: \_\_\_\_**Country**\_\_\_\_\_\_\_\_\_\_\_\_\_
4. Pick any object and list four of its physical characteristics (i.e. attributes) and two things it can do (i.e. behaviors). In terms of "behaviors," think in terms of actions (verbs). For example, dancers can spin, dogs can bark, boats can sink. Don't be too literal with the term behavior; have some fun with it.  
     
   Object: \_\_ \_\_\_\_\_**Car**\_\_\_\_\_\_\_\_\_\_\_\_\_  
     
   Attribute 1: \_\_\_ \_**Color**\_\_\_\_\_\_\_\_\_\_\_\_\_     Attribute 2: \_\_\_\_ \_**Year**\_\_\_\_\_\_\_\_\_\_\_\_\_  
     
   Attribute 3: \_\_\_\_\_\_\_**Model**\_ \_\_\_\_\_\_\_\_\_     Attribute 4: \_\_\_ \_**Trim**\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
     
   Behavior 1: \_\_\_**Start engine**\_\_\_\_\_\_\_\_\_\_\_\_     Behavior 2: \_\_\_\_**Honk horn**\_\_\_\_\_\_\_\_\_\_\_\_
5. In your own words, given what you know now, how do you define an object?

**An object is an entity that has defined properties that usually are unique to that object and differ from other instances of that object (for instance, different cars have different colors but its not that hard to see 2 red cars on the road at the same time), and in some cases can have special behaviors assigned to it.**