The Packet Game

This game is designed to show students how packets move through a network and are reassembled at the destination device.

1. Write a message out on pieces of paper so that there is one work on each piece.

2. Place these into envelopes and number the envelopes in order of your message.

3. Ask one student to hand out the envelopes and each student then needs to hand their

packet on to another student. You can only accept an envelope if you are not currently

holding one.

4. Once each envelope has passed through three students, the students holding the

envelopes at the end need to put themselves in order of the numbers

5. Open the envelopes to reveal the message!

Try to track where each envelope has gone through the network. For example: "hands up if you had envelope 4" and discuss how each one took a unique path through the class until it reached the final destination.

** this activity works best if your message is something fun like "you get 5 minutes free time at the end of class"