

Welcome to the True vs. False Lesson Plan. This lesson plan lays the foundation for the lessons and games to come. The goal of the questions in the game is to show the relation of true and false to other digital logic topics. For example, the following topics below can be grouped into two categories with the first representing all the different ways to represent true in digital logic.

The following fall into the true category

- True
- 1
- High
- Positive
- On

The following fall into the false category

- False
- 0
- Low
- Negative
- Off

It is important to be able to place each of these terms into their corresponding groups. The goal at the end of the True vs. False game is to introduce these topics in a fun and engaging way for students to be able to challenge themselves and progress through the digital logic module. The True vs. False game will ask students questions related to the terms above while also asking questions related to other concepts they are learning in their classes. Additionally, questions targeted at sparking student's interests will be sprinkled into the question bank to keep them engaged. Upon completion of this first lesson, students will unlock a customizable feature for the next game in the digital logic module.