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START: Tasks Thursday

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Information hiding

- first person chooses a random number

- first person adds allowance to random number

(creates new note)

- first person passes note to next person

- next person adds allowance to number

(creates new note)

- next person passes note to next person

- repeat until finished

- upon completion remove random number

devide by number in group to get allowance average

Coin flipping

- number of times coins need to be flipped

to get 5 "heads/tails" in a row

Blockchain

- lecture and application

- DID NOT WORK - DO NOT DO

Do traveling salesman from video (30 mins)

- explain problem

- place dots

- check all possible routes

- each additional dot grows exponentially

- formula N!/2

- 03 cities ------> 3 routes

- 04 cities ------> 12 routes

- 05 cities ------> 60 routes

- 06 cities ------> 360 routes

- 10 cities ------> 1.8 million

Towers of Hanoi (45 mins)

- Tournament

- Choose best person from each team

- Two teams at a time

- Team that completes Towers wins

- Team that beats all other teams wins

Pepper (30 mins)

- Put candies and pepper in a container

- Place thirteen candies and one pepper

- Ask student team to go to front of class

- teacher: selects first, takes 1 candy

- student: selects second, takes 1-to-3 candies only

- teacher: selects third, takes 4 minus student selection

- Game ends when all candies are gone

The Orange Game (40 mins)

- Groups of 5 sits in a circle.

- Distribute the oranges or fruit randomly

- assign fruit choice

- student has two pieces, except for one student who has only one.

- The students pass the oranges/fruit around until each student gets there fruit

- You must follow two rules

- Only one piece of fruit may be held in a hand.

- A piece of fruit can only be passed to an empty hand of an immediate

neighbour in the circle.

- It may be necessary to emphasize that individuals don’t “win” the game, but that the puzzle is solved when everyone has the correct fruit.

Tablets of Stone (1 hour)

- First gather cards. These form the basis of the game.

- Next, decide messages for student to send. Something like “1LHC255HD(RLLS” would suitable message, or a phone number.

- You will need roughly 30 tablets per student, depending how long you run the game.

- Split your class into pairs.

- Give one of each pair a message to deliver to partner.

- Shuffle Action Cards and choose a messenger. You might

need more than one messenger if a large class.

- A student write on tablet and give to the messenger. The

tablet should say the name of the other person on it.

- The messenger now picks the top action card, turns it over,

uses it to decide what to do with the tablet.

- Repeat steps 4 and 5 with each tablet

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Afternoon

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Bootstrap

- make your page

- it's fun, girls seemed to enjoy it

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End: Tasks Thursday

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