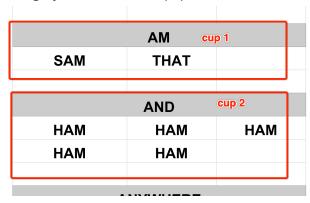
Instructions: Markovs Chain Cup Game (Morning Activity)

Resources:

- Per room:
 - a. 1x word sheet cups_game_words.pdf
 - b. 27 cups (1 for each grey word)
 - c. The start of day slide deck
- For you:
 - a. Scissors
 - b. Stickytape or glue for labelling cups
 - c. A box to store everything in

Cup prep (required for each room):

- Print 1x word sheet per room
- Cut up the words (keep them grouped with their grey headings)
- Put the grey word ON the cup, put the words underneath it IN the cup



• Stack the 27 cups with the words in them, ready to go for 1x room

Instructions: Markovs Chain Cup Game (Morning Activity)

How to play the game

Each classroom should be equipped with one set of the Markov Chains Cups Game.

Hand out 1 cup per girl. If you have extras, get the tutors (or some girls) to hold 2 cups.

Provide a quick explanation:

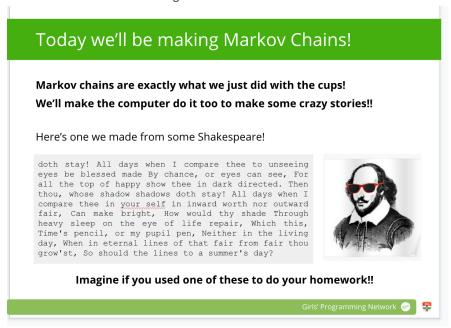
- Use start of day slides to introduce the cup game
 - The game leader will shout out a starting word (tutor)
 - If you hear your word, randomly select a piece of paper and read it out. Then put it back in the cup
 - This process repeats, forming a wonderful weird sentence chain (markovs chain) that loops around the room
 - Keep going until your hear "fox" the final word (or the room is done/bored)



Instructions: Markovs Chain Cup Game (Morning Activity)

Once the game is done

 Show the shakespeare chain example In the slides. Explain this is what we will learn to build. With a bit of clever logic



Link it back to coding (for the Intermediate & Advanced Rooms):

- Think of the collection of cups like the dictionary in the code we create for the project
- The grey heading ON the cup the "key" in the dictionary
- The words IN the cup are the corresponding items, randomly selected from the dictionary list