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

AM *cup 1*		
SAM	THAT	

AND *cup 2*		
HAM	HAM	HAM
HAM	HAM	

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

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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)

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<u>Once the game is done</u>
- Show the shakespeare chain example In the slides. Explain this is what we will learn to build. With a bit of clever logic

<u>Link it back to coding (for the Intermediate & Advanced Rooms):</u>
- 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