

Tutor Instructions

The game

Students follow a scavenger hunt to help them map out a finite state automata. They will be handed a colour-coded sentence and a map to fill out. Chamber posters on the wall direct them on where to go.

Students progress through 3 levels of difficulty.

Level 1 →

Students fill in the nodes of the map

Level 2 →

Students fill in the paths of the map

Level 3

Students draw their own map from scratch

Red: starts at *chamber A*

Starting poster

Green: starts at *chamber 1*

Blue: starts at *chamber Z*

Level 1 Handout	Students collect Level 1 handout (1 sentence + 1 map) Colour does not matter Direct students to the starting poster Students then follow the prompt on the starting poster, filling in their map as they go
Check work	After students reach the last poster, they should have a tutor check their work. If their work is correct, they should return to the front to receive a level 2 handout

Level 2 Handout	Students collect Level 2 handout (1 sentence + 1 map) Colour should be different than their level 1 colour Direct students to the starting poster They should fill in their map as they go
Check work	After students reach the last poster, they should have a tutor check their work. If their work is correct, they should return to the front to receive a level 3 handout

Level 3 Handout	Student collects Level 3 handout (1 sentence + 1 blank page) Colour should be different than their level 1 or level 2 colours For level 3 they should draw their own map
Check work	After students reach the last poster, they should have a tutor check their work

- Students should write down the conditions for a state change on their map (AKA the conditions written on the posters)
- Students should draw arrows on Level 2 & 3 maps (AKA directed paths)