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| Video Title | **A Lesson on Conway’s Game of Life [Samuel Okoth]** | | |
| Topic | Mathematical Thinking | | |
| Aim(s) | Define an interesting and unpredictable cell automaton. For example, discover some configurations that last for a long time before dying and other configurations to go on forever without allowing cycles. | | |
| Length | 10min | | |
| Camp Location | (Leave BLANK for the facilitators that will use it) | | |
| Facilitators | (Leave BLANK for the facilitators that will use it) | | |
| N. of students | (Leave BLANK for the facilitators that will use it) | | |
| Date | (Leave BLANK for the facilitators that will use it) | | |
| Resources  needed | Paper to draw square grids, 2 different coloured post-its | | |
| Preparations | Ask the groups of students to draw the square grids (you can draw and share a printed copy) and cut a few post-it papers the same size as the square grids. | | |
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| **Video time** | **What facilitator does** | **What learners do** | **Comments** |
| 00:00 - 00:26 | General VMC Video Introduction | | |
| 00:27 - 00:42 | Video Introduction | | |
| 00:42 - 01:00 | Materials | | |
| 01:06 - 05:26 | Rules of the Game & Introduction of the first demonstrations | | |
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| VIDEO PAUSE Demonstration:  Work out by yourself what the next step would look like for the configuration | * Assist the process, provoke thoughts (explanations from 05:26 - 06:06) |  |  |
| 06:15 - 2:03 | Solution of the first experiment | | |
| 2:04 - 2:59 | Introduction of the second experiment | | |
| VIDEO PAUSE Demonstration: | * Assist the process, provoke thoughts | . |  |
| 3:03 - 3:33 | Solution | | |
| VIDEO PAUSE Discussion: | * Facilitate the discussion: * Suggestion for discussion: | ! | . |
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| 12:49 - 13:11 | Conclusion | | |