

Buzzword Bingo Plan (10 mins)

BUZZWORD	STORY	ACTION
message	we want to send this message between two computers	write message on paper, put it in an envelope
server	we are sending it to a machine that is a server	person at end of room holds paper with server written on it
client	our machine is called the client	person at front of room holds paper with client written on it
network	the message is sent over a network	run piece of string between two people
ethernet	the type of network we use is an ethernet network (wired or wireless)	hold up an ethernet cable, mention wireless
address	to know where to send it, we have to put an address on the envelope	write address on envelope (loop on envelope)
static	for our exercise, we don't have a router, so we set a static address on each computer	write IP addresses on post it notes and stick on heads of two people
port	the message we send has to be destined for some service (e.g. a web server or a chat server), and each of these is identified by a port number	server wears necklace with bits of card, port number on front, service name on back client puts dest ip address on front of envelope client puts port number on front of envelope client puts its IP address on back of envelope
		someone runs envelope loop along string to server server looks at port and matches to necklace server opens envelope and reads message turns envelope around and sends it back to client with reply
BUZZWORD	STORY	ACTION
internet	if we want to send a message over the internet	run string from both people to router stick gateway address on post it note on head of person by door write google's IP address on front of envelope 173.194.34.120
dynamic	in most setups, your address is dynamic (DHCP)	
router	this means it is set by your router	third person standing at door holding paper "router"
gateway	our router is the gateway to the internet	
netmask	the network needs to know the difference between the local network and the internet. It is the netmask that tells us whether the address is local (e.g. within the room) or global (e.g. outside of the room)	hold up netmask, see the left hand does not match pass it along string to gateway gateway person runs outside the room with envelope