**Activities for 10/24/2017**

1. Technology Scavenger Hunt. Do this while waiting for everyone to get here. You have 15 minutes to find as much info as you can. Find the answer to these questions:

* What contribution did Ada Byron make to computing?
* What kind of wafers are used at Intel to make computer chips?
* What is a bit?
* How many bits are in a byte?
* How many nibbles are in a byte?
* Project Gutenberg puts on the Internet public domain literature and information. What was the first document posted?
* How did Marcian “Ted” Hoff's invention change computers?
* What does GUI (pronounced "goo-ey") mean?

1. Share information
2. Variables, Input, Output programming activity (IPO computing)
3. Envelope Variables

Directions:

1) Divide students into groups of 2-4.

2) Have students design (draw) a robot.

3) After 10-15 min, request that the students fill their envelopes with important details about their robot.

4) Collect each group's envelopes, then bring them to the front of the room to share

5) Write on the board, "My robot's name is robotName, it is numUnitsTall tall, and it's purpose is purpose."

6) Use the envelopes to fill the appropriate variable in the sentence, then ask each group to stand when they hear the sentence that describes their creation.

7. Do variable assessment

1. Storywriter Activity
2. Continue working on Turtle Race and Snowflake