

Image representation Activity

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Grades: 6-8

Goal: *Learn how binary information is used to display images*

Duration of lesson: 1 hour

Image representation

- http://csunplugged.org/sites/default/files/activity_pdfs_full/unplugged-02-image_representation.pdf
- Discuss their images and binary code.
- Show the image representation code, learn it. [VIDEO](#)
- Have students design an image, share their code with partner
- Rules:
 - Always start with “off”
 - Switch between on and off until end of the line.
 - If first # is 0, begin with color.
- Sidewalk chalk see [LINK](#) 16x16 each group has their own color.
- Complete the image outside.
- See: [Video](#) for example.
- Ponder - How is the code more efficient? are there other ways to write code?