

L1U8.6

Unplugged Activity: Guessing Game

How to play?

A teacher thinks of a number between 1 -25. Have some students try to guess the number by asking a series of questions. The teacher reacts according to students' questions.

Example

Teacher selects (20).

Student: If the number is greater than ($>$) 13, please raise your hand.

Teacher: (Raises his/her hand)

Student: If the number is greater than ($>$) 19, please raise your hand.

Teacher: (Raises his/her hand)

Student If the number is greater than ($>$) 22, please raise your hand.

Teacher: (No action.)

Student: If the number is greater than ($>$) 20, please raise your hand.

Teacher: (No action)

Student: if the number is less than ($<$) 20, please raise your hand.

Teacher: (No action)

Student: If the number is equal to ($=$) 20, please raise your hand.

Teacher: (Raise his/her hand).

Reflection

We make decisions every day. In the above game, you learn to check your guess with a conditional expression and the teacher **reacts** based on the **condition** you provided in the question. Do you remember the conditional expressions made?

If "Number" > 13 then

<raise hand>

If "Number" > 19 then

<raise hand>

If "Number" > 22 then

<No action>

If "Number" > 20 then

<No action>

If "Number" < 20 then

<No action>

If "Number" = 20 then

<raise hand>

We use the computational thinking concept of conditional expressions using **operators** such as the greater than (>), less than (<) and equal (=).

In the above game, it helps us to check our guess with feedback from the teacher. The teacher provides us with feedback (an action) according to our **conditional statements**.