

Unit 3 – “Card” Timeline

1. Lego Blocks (U3Ch1L1)

- a. Purpose: Students will learn how unclear text is when communicating, thus machines need a Programming Language for “Unambiguous” directions.

2. Find Minimum Card (U3Ch1L2)

- a. **Activity 1:** Students will create an Algorithm that will allow the lowest card to remain after 8 cards are compared.
- b. **Activity 2:** Students will look at Machine Language programs and explain what will occur in each.

3. Machine Language (U3Ch1L3)

- a. **Activity 3:** Students will Cut out Machine Language Code Slips of Paper.
 - i. They will look at the Reference Sheet given to them when they did Activity 2 and they will look at the Machine Learning Program examples they solved in Activity 2 and...Goal: Students need to create a program with the slips of paper that has the same outcome as when they wrote an Algorithm in Activity 1 - the lowest card should be remaining.
- b. **SWAP Command:** Students will review the SWAP Command (Handout).
- c. **Activity 4:** Students will cut out a new set of Machine Language Code Slips of Paper. – this set has “SWAP Commands.”
 - i. Goal: Students need to create a program with the slips of paper that has the lowest card sitting in Position “0”.