In-Class Problem #1
If You Build It...

Instructor:

Group Members:

1.   3.

2.   4.

Outcomes

- Associate a common list of instructions to parts of a computer program

Procedure

1. With the contents of the material bag, construct the object printed on your handout.

2. Write a procedure that would allow someone to reconstruct your object (no pictures).

3. Exchange your instructions with another team.

4. Use the new instructions to reconstruct the other team's object.

5. Compare your reconstruction to the original.

Questions

1. When constructing your object, did you use any conventions to shorten or simplify your written instructions?

2. Did you repeat any construction action in your original object?

3. What was the hardest part of writing the instructions?

4. When reconstructing the other group's object, did you notice any conventions that simplified the instructions?

5. Did the other group's instructions contain repeated actions?

6. What was the hardest part of following the other group's instructions?