COMPUTATIONAL THINKING

DRAWING IN THE DARK

CHALLENGE:

IN PAIRS, PARTICIPANTS WILL PERFORM THE ROLES OF "PROGRAMMER" AND "COMPUTER". EACH PARTICIPANT IN THE DOUBLE WILL RECEIVE 3 DRAWINGS AND WILL NOT BE ABLE TO SHOW THEM TO THE OTHER. WHEN COMPLETING THE CHALLENGE, THE COUPLES MUST REVERSE ROLES.

THE OBJECTIVE OF THE "PROGRAMMER" IS TO MAKE THE "COMPUTER" DESIGN THE ITEM RECEIVED.

RULES

THE COUPLE MUST DEFINE WHO WILL PERFORM THE ROLE OF "PROGRAMMER" AND "COMPUTER".

"COMPUTER": PRECISELY EXECUTE THE PROGRAMMER'S ORDER.

"PROGRAMMER":

1. DO NOT SHOW THE DRAWING TO THE "COMPUTER";

2. DO NOT CITE THE OBJECT BEING DESIGNED;

3. DO NOT PROVIDE ANY TIPS RELATED TO THE OBJECT (PARTS OF THE OBJECT, FUNCTIONALITY, etc.).

4. THE DRAWING MUST BE APPROXIMATELY IN SIZE TO THE GIFT ON THE CARD.

5. BE PRECISE AND CREATIVE WHEN GIVING INSTRUCTIONS TO THE "COMPUTER" TO ILLUSTRATE THE OBJECT. EXAMPLE: TO DRAW.