Computer Games

22 Sep 17:00
Duty six : Purple

Start	Time	Activity	Requirements	Instructions	Scouter
Today we are going to be emulating some computer games, pacman specifically					
22 Sep 17:00	5	**Activities :** Opening	Register, beans, flag, totem and skin	Grand Howl Flag Break Register Inspection - belts and shoes	Akela
In Pacman, the ghosts chase the player and try to get them out. Can you stay away from the ghosts?					
22 Sep 17:05	10	**Game :** Stuck in the Mud		Cubs run around with one or two "catchers" trying to tag them. If you are touched, you are stuck in the mud until a team-mate releases you again.	Akela
Computers can only speak in binary. Let's make our name in binary code					
22 Sep 17:15	25	**Crafts :** Binary code necklaces	Beads (at least 3 colours) Gut/beading string Binary code chart	Computers assign a string of 0s and 1s to different letters, symbols, and instructions, and this is called binary code. Each Cub is given a list of all the letters of the alphabet, and then pick one color of bead to represent 1 and another color to represent 0. The third colour beads are spaces (or delimiters) between the letters of their name. Of course, you don't actually need a delimiter to know when one character ends and another begins in ASCII (assuming you know the start of the whole message), because the size of each character doesn't vary–we can always rely on each character using exactly 8 bits. Using the template, Cubs need to write their names in binary code and then, using this as a guide, create their necklaces.	Akela
Computers insides are complicated. Do you know any of these parts?					
22 Sep 17:40	10	**Game :** Computer parts memory		Have an old computer or a variety of broken electronic devices that can be taken apart to show the Cubs the various components. See how many they can remember and pass the items around if possible. * Motherboard * Central Processing Unit * Fan * Power supply * Memory * Hard Drive * Cables	Akela

				* Resistor * Capacitor * Solder * Controller Card * Etc.	
Time for a break - you can't play computer games for too long					
22 Sep 17:50	5	**Activities :** Juice and biscuits		Juice and biscuit break	Akela
Let's make our own pacman game					
22 Sep 17:55	20	**Crafts :** Design a PacMan Maze	Plates Marbles Straws Glue	The Cubs design a maze on the plate using the straws cut into smaller pieces. Once complete, they place a marble at the starting point and tilt the plate in order to get the marble to move through the maze. They can decorate it like a Pacman game (dots and can include ghosts that, if the marble touches, they have to start again.	Akela
What if you were transported inside the game you just made, what would it be like?					
22 Sep 18:15	10	**Game :** Pac Man		Create a maze using ropes or staves in the Hall or outside. Place game counters or slices of pool noodles around the maze for Pacman to get. There should be two exits for the maze where the pacman can deposit their counters. One or two Cubs are the ghosts who move through the maze - they can only move forward unless they hit a dead end and then need to move at a steady pace. Pacman (the Cub that is on), needs to go through the maze collecting the counters without being touched by the ghost.	Akela
Computer games are fun too. We have had a great term learning many different games.					
22 Sep 18:25	5	**Activities :** Closing	Totem, Skin Badges, certificates	Announcements Badge handouts Grand Howl Flag Down Prayer Dismiss	Akela

Programme prepared on 08 May 23:55

Binary code necklaces

Category	Crafts
Badge	Secret Codes
Time to allocate (mins)	25
Outcome	Cubs will learn about binary code
Resources	Beads (at least 3 colours) Gut/beading string Binary code chart
Instructions	Computers assign a string of 0s and 1s to different letters, symbols, and instructions, and this is called binary code. Each Cub is given a list of all the letters of the alphabet, and then pick one color of bead to represent 1 and another color to represent 0. The third colour beads are spaces (or delimiters) between the letters of their name. Of course, you don't actually need a delimiter to know when one character ends and another begins in ASCII (assuming you know the start of the whole message), because the size of each character doesn't vary– we can always rely on each character using exactly 8 bits. Using the template, Cubs need to write their names in binary code and then, using this as a guide, create their necklaces.

Entry written by Sharon Venn of 1st Randburg

Documents

Binary_Code.docx