# CHECKLIST - CEIA Bo01ean Role-Playing Game

- The students **must be arranged** as shown in figure 1 of the Teachers notes

- The students will either sit or stand so **seats are needed**

- 6 students are needed to become sensors and 4 are needed to become logic gates; at least 1 data decoder student is needed (more is better, especially for more difficult words)

- Prior to playing, print out the **Sensor Cards** in the accompanying document '**Bo01ean Game Cards'**, and laminate if possible. Give each Sensor student their relevant card so they know what to do (sit or stand) when they see the weather scenario
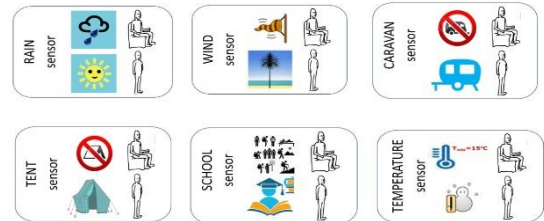
- Similarly for the **Logic Gate Cards** (also found in the accompanying document '**Bo01ean Game Cards'**) – print out and laminate if possible. Give each Logic Gate student their relevant card so they know what to do (sit or stand) when they get information from the Sensors

- Print out & laminate the Data Decoders sheet (also found in the accompanying document '**Bo01ean Game Cards'**)

Binary code				Letter
0	0	0	0	A
0	0	0	1	B
0	0	1	0	C
0	0	1	1	D
0	1	0	0	E
0	1	0	1	F
0	1	1	0	G
0	1	1	1	H
1	0	0	0	I
1	0	0	1	J
1	0	1	0	K
1	0	1	1	L
1	1	0	0	M
1	1	0	1	N
1	1	1	0	O
1	1	1	1	P

- In the GAMES sub-folder 6 games are ready to play: it is recommended to use the PowerPoint version to project the weather scenarios on to a screen/wall. Otherwise the pdf document should be printed out (black & white works fine if colour is not available) and cut in to individual cards. These weather scenario cards are then presented to the Sensor students and they react accordingly.

Rules

No talking allowed between Sensors, Logic Gates and Data Decoders

Data Decoders are allowed to discuss between themselves only