

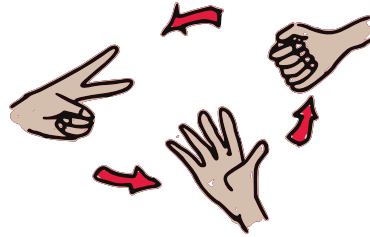


Digital Opportunities

Unplugged: Keeping Score

ACTIVITY

This activity will give you experience in creating and working with variables by pairing up and playing **Rock Paper Scissors**.



Keep track of scores on paper. You can play in groups of up to three people with the third person acting as the scorekeeper.

You will keep track of how many times each player wins as well as the number of times the players tie.

Play: Play Rock Paper Scissors for about a minute. When done, add up your scores and how many rounds you played.

Play again: You will now start over and play again for another minute. When done, add up your scores and how many rounds you played.

Talk about how you kept track of player scores. There may be some variety, but most people will have written down the players' names and then the marks representing the wins of each player. Additionally, they may have made a separate place for recording ties.

Game 1		
	Win	Tie
Mary		
Doug		

Game 2		
	Win	Tie
Mary		
Doug		

SAMPLE SCOREKEEPING SHEET

What parts of the score sheet represent constants, or values that do not change throughout the course of a gaming session?

Example: The players' names are constants.

What parts of the score sheet represent variables, or values that do change throughout the course of a gaming session?

Example: The players' number of wins are variables.

SOURCE This is derived from full educator lessons at MicroBit: <https://makecode.microbit.org/courses/csintro>