



Virtual Asynchronous

To have the students experience and play around with the Internet Simulator and to have students complete the activity guide, there are several options:

- Pre-assign partners prior to this lesson and have each pair coordinate a time to connect to the Internet Simulator at the same time (it is suggested to provide a document shared between the partners to chat about the Internet Simulator and discuss their discoveries)
- Students can sign on to Code.org in a second computer and experience the Internet Simulator with a family member on the second computer
- Students can open a second tab on their computers and just join with themselves.

In between playing around with the simulator and beginning the activity guide, students can watch the Internet Simulator Walkthrough Pt1 - Packets to see all the changes to the internet simulator highlighted. Between Protocol 1 and Protocol 2 of the activity guide, you may choose to use Internet Simulator Walkthrough Pt2 - Packets to supplement [slides 76-77](#).

Teacher Prep:

Video: [Internet Simulator Walkthrough Pt1 - Packets](#)

Video: [Internet Simulator Walkthrough Pt2 - Packets](#)



Virtual Synchronous

Run the lesson as described in the lesson plan on your video call. If Breakout Rooms are available, put students in pairs for discovering the new version of the internet simulator and completing the two protocol sections of the activity guide. Bring the class back together as a whole to discuss in between all those partner work times as described in the lesson plan.

If Breakout Rooms are not available, have partners communicate using a shared document during the partner work sections and run whole group discussions as described in the lesson plan.

Teacher Prep:



Socially-Distanced Classroom

Run the lesson as described in the lesson plan. If partners are unable to discuss out-loud in your classroom setup, provide them with a shared doc to discuss throughout the lesson.

Teacher Prep: