

Activity Guide - Card Sorting

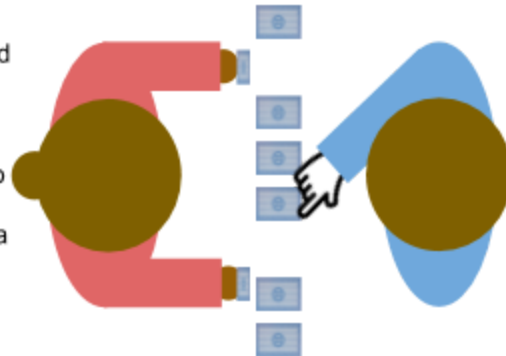
Objective

Develop a process that will always sort a row of cards, following the rules in the diagram.

Tips

- Start with only 3 or 4 cards and work up to 8.
- Switch roles frequently.
- Practice with the cards face up to find useful patterns.
- Test your work and even try to “break” your solution.
- Stick with it! There’s no “right answer” and many possible solutions. The point is to find YOURS!

Sorter: Can touch, pick up, put down, and swap cards in any order they wish. May not look at the cards but may show them to the pointer. Only one card in each hand at a time. Cards need to go back into empty spots on the table.



Pointer: When shown two cards can point to the bigger one. For a tie point to either. No other communication is allowed

Input - Output

Before you get started, write what you believe the Input and Output are in this activity.

Input	Output

Processing

Processing is how computers turn inputs into outputs. Write the steps of your way of processing the cards in the space below.

Reflection

Write your definition of processing

Write two (2) examples of ways an app you've seen processes information.

1.

2.
