Directions:

1) Create your own DNS table, similar to what is shown here.

2) Have the class help you fill in the blank spots in the table. Pick your favorite URLs and find their IP addresses using a site like www.getip.com.

3) Divide into groups of 3 to 5.

4) Assign each group an IP address from the table, and each person in the group a position:

   * The Message Writer
   * The Internet
   * The Server (carries the IP Address)
   * The Return Internet (Optional)
   * The Message Receiver (Optional)

5) Each group will draw an IP address Card and a Delivery Card to find out where their message is going and what their method of message delivery (Wi-Fi, Cable/DSL, or Fiber Optic Cable) will be.

6) The Message Writer will craft a note to send to the server.

7) The Internet will rip the message up into small pieces called packets, then deliver each packet one at a time to the Server with the IP address that was drawn from the IP address Card stack.

8) The Server will make sure that the message arrives in order, then will send each packet off one at a time with the Return Internet (can be the same person or different person than the original Internet).

9) The Return Internet will deliver each piece back to the Message Receiver (can be the same person or different person than the Message Writer) and put it back together.

10) The Message Receiver will wait for all of the pieces to arrive, then read the message to be sure it arrived correctly!

Rules:

1) The Internet must rip the message into exactly four packets.
2) If the Internet drops a packet, they have to pick it up and go back to the start to deliver it again.
3) The server has to wait for all of the message pieces to arrive before it can begin to send the message along.
Sample of DNS Table

<table>
<thead>
<tr>
<th>#</th>
<th>URL</th>
<th>IP ADDRESS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><a href="http://www.code.org">www.code.org</a></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Sample of Classroom Group Layout During Game Play
These cards correlate with numbered entries in the DNS Table.
(You should make one distinct row for each group.)

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>
These cards correlate with different methods of delivering messages over the Internet.
(Print enough to have once card for each group.)

Types:

1) **Wi-Fi**: Convenient, but spotty. Wi-Fi doesn’t require cables, but since the signal bounces all over the place, packets can get lost pretty easily.
   **Simulation**: Internet must carry each packet on their shoulder (no hands).

2) **Cable/DSL**: Fairly good at delivering messages, but you must be connected to a wire.
   **Simulation**: Internet must carry each packet on the back of one hand and must keep the other hand touching a wall, desk, chair, or the floor at all times.

3) **Fiber Optic Cable**: The best at delivering messages, but you must be connected to a wire.
   **Simulation**: Internet can carry packets in hand, but must keep the other hand touching a wall, desk, chair, or the floor at all times.