

PICO CRICKET ROCK, PAPER, SCISSORS!

5. Reconstruct the picture on your right to complete the programming. If you need help finding a piece of the puzzle, just ask!

6. When you've done that, line up your PicoCricket with the Cricket Beamer, where the antennas of both Crickets are facing each other. Then, take the magic wand in the PicoBlocks program and click the very top box in your program, which says "Forever" on it.

7. That's it! That's all there is to it! Now you're ready to play Rock, Paper, Scissors against the Cricket! First the light will flash purple 3 times, signifying when you should say, "Rock, Paper, Scissors...Shoot!" Then the Cricket Display will change color and the Display will change to. Rotate the Display 90 degrees so that the numbers no longer look like number, but rather like symbols. The sideways 7, or  signifies Rock. The sideways 2, or  signifies Scissors. The sideways 0, or  signifies paper. Try it out! It actually works really well! When everyone is ready, prepare for a competition!

CRICKET COMPETITION!

Now for the competition...We'll see who's better, the human or the computer! Everyone in the class is on a team against the computer. Everyone form a line, and set a PicoCricket Rock, Paper, Scissors program on a desk. One teacher needs to be score keeper, keeping score for the Cricket and for all the students together. Each student gets to go a total of 3 times, but once at a time. In other words, each student will face the Cricket once and then go to the back of the line. Finally, after each person has gone 3 times, the total points for human versus computer will be added up, and we shall see who is the winner!