

Core module

Units

- I. Festival of Britain,
London, May 1951
- II. Bits and strategies
- III. Magic tricks with bits
- IV. Algorithmic procedures

Activities

- 1. A new game to learn
- 2. Nim player imitation game
- 3. Brainstorming
- 4. Snippets of computing history
- 5. Cross-disciplinary bridges

Survey, questionnaire, test

Extended program

Units

- V. Surprising power
of bit manipulation
- VI. Bird's-eye view
of a general procedure

Activities

- 6. Glass-box technology
- 7. Variations on the “*nim*” theme
- 8. A bit of philosophy

Review test