| Subject: Math | Grade: 3-5 | Lesson Duration: 45 minutes |
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Title of Lesson: Secret Coders Lesson 2: Binary Code
Objective: Students will

- Learn that computers understand language in a different way
- Learn computers store information using 0 s and 1 s
- Encode numbers 1-15 into binary code
- Decode binary into numbers 1-15

Common Core Standards in Mathematics in Grades 3-5:
$3^{\text {rd }}$ Grade: Solve problems involving the four operations, and identify and explain patterns in arithmetic.
CCSS.MATH.CONTENT.3.OA.D. 9
Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations.
$4^{\text {th }}$ Grade: Generate and analyze patterns.
CCSS.MATH.CONTENT.4.OA.C. 5
Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.
$5^{\text {th }}$ Grade: Analyze patterns and relationships.
CCSS.MATH.CONTENT.5.OA.B. 3
Generate two numerical patterns using two given rules. Identify apparent relationships between corresponding terms. Form ordered pairs consisting of corresponding terms from the two patterns, and graph the ordered pairs on a coordinate plane.
Teacher Resources: http://www.secret-coders.com/watch-videos/
Materials:

- Secret Coders Worksheet (1 per student)
- Binary Code Recording Sheet (1 per student)
- 15 Pennies per student (or 15 small sized manipulatives)
- Back to Numbers Worksheet (1 per student as extension work)

Introduction (5 minutes)

- Begin the lesson by explaining how computers use a different language, called binary. Computers do not communicate like humans do with their different languages, for example English, Spanish or Sign Language.
- Computers will convert all its data into binary code before storing the information internally
- Binary Code is the sequence of 0 s and 1 s . It's the language the computer uses to store the information.

Instruction (10 minutes)

- Tell students that they will be learning how binary code works. They will be working with numbers 1-15.
- Display the 4 columns. Ask students what they notice about each of the columns. Have
students notice how many boxes are in each column. Point out that each column is doubled.
- Explain to the students that each they will figure out the binary code for the number 7 . Show your 7 pennies (or other 7 manipulatives). Ask students how the 7 pennies can fit into the boxes following 1 rule. Every column of boxes has to be completely filled or completely empty. Explain that no column can have partially filled boxes.
- When all 7 pennies are placed in the boxes, write a zero on the line beneath each empty column. Then write a one on the line beneath each filled column. The result of 0111 , is seven as a binary number.
- Explain that the computer stores the number seven as 0111 .
- Allow students to create their own binary code. While the computer stores information using the numbers 0 s and 1 s , they can use 2 other symbols to code numbers. For example, they can use triangles and squares to represent numbers.

Independent Working Time ( 20 minutes)

- Provide each student with the Secret Coders worksheet, Binary Code Recording Sheet and 15 pennies (or small manipulatives).
- Have students use the columns and pennies to record the Binary Code for each number on the Recording Sheet.
- When students complete the Recording Sheet, have them create their own Binary Code and record the numbers 1-15 using their code.


## Differentiation

- For students who need an extra challenge, have them work on Back to Numbers Worksheet
- Explain that they will see Binary Numbers on this worksheet and they are to convert those back to numbers between 1-15.

Closure (10 minutes)

- Gather students back to the large group to share their Binary Code.
- Choose various students to show their codes. Invite comments.
- Connect how computers use these sequences of 0 s and 1 s to store all the information into the computer.
- As a review, show the code 0111 , and ask the students what number would the computer have stored? Say other codes to review the Binary Code.
- Extend the lesson by asking how the computer would store numbers that are greater than 15 ? What additional columns would we need? Do they notice a pattern in the columns?


5. Try it with other numbers too! This game will work with any number that's fifteen or smaller.

If you want to use numbers bigger than fifteen, you'll need to add more columns to the left. (And you'll need bigger paper!) The next column will have 16 boxes, the one after that 32 , and so on. Each column will have twice as many boxes as the column to its right.


Use the skills you practiced on the Binary Code worksheet to convert the numbers below into binary code. Once you've finished, create your own code using shapes or symbols and convert the numbers to your code.


## Back to Numbers Worksheet

Practice converting binary code back into numbers. The pieces of binary code you see below are actually numbers between 1-15. Can you convert them back?

| 1010 |  |
| :---: | :---: |
| 0001 |  |
| 0111 |  |
| 0101 |  |
| 1000 |  |
| 0110 |  |
| 1000 |  |
| 1100 |  |
| 0100 |  |
| 1111 |  |
| 0101 |  |
| 1001 |  |
| 0011 |  |
| 0010 |  |

