



Module One - Finding all Possibilities

Focus Lesson One: Ice Cream Maker

- Launch the Ice Cream Maker and in 'Explore' look at what different ice cream flavours are available
- Take some orders from your students and drop them on the shelf
- Select Challenge #1 and decide how many flavours you want to challenge your students with
- Start making lots of ice cream cones and placing them on the shelf. Your students will notice that cells will light up when your ice cream is a duplicate or doesn't follow the rules
- Pause - and consider that probably you have got a bit carried away, and it might work a bit better if you had a system
- Discuss with your students ideas that could help to make a system - lines, colours, drawings, numbers, letters...
- Hand out Activity Sheet #1 and let your students have 10-15 minutes or so
- Come back together and share systems:
 - Whose look similar?
 - Who used colour?
 - Or pictures? Did anyone a table or a diagram?
 - Can students explain their system to a partner?
 - Does anyone have a system that is like no one else's?
- If there is time you might like to put up another challenge for students to solve in pairs or hand out some task cards