



Web app instructions

Teaching binary code with a secret word challenge

In this document, you'll find some quick instructions regarding how to open and use the apps provided. They should both open in your browser when you click on the links.

Teachers

The teachers' web app contains two tabs. The first, called Fill word, generates a binary code scheme for any word the teacher enters. The second, called Teach online, is to help teachers explain binary code if they are teaching remotely and can't use the printed cards. Clicking any of the cards will turn that card around, switching it from 1 to 0. Clicking "view result" will reveal what number that makes, with the option of additionally revealing the letter.

Students

In the students' app, there are two tabs, one with information on binary code, and one with the game. To play the game, you first have to upload a .txt file with a word list for the game to draw from. Teachers can provide their students with a custom word list. Otherwise one is provided with the game. Students just have to click the link to download and save the file, and then choose this file where prompted in the grey box. Be aware that switching from the game to the information tab will discard the game in progress, as will closing the browser.

Creating a words file

You'll notice that the student's game asks for a words.txt file. The provided file contains a few hundred scientific words, but teachers can also create their own file using any words they choose. This file is simple - it should consist of a series of words, one per line. Here's an example:

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school
science
math
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There must not be an empty line at the end of the file, and there must not be any spaces after each word.