

PROCESS

For House:

Distribute blank 10 x 10 grids and pencils to participants.

Like Bingo, you'll call each pixel combination, letter then word. Each student will mark that square with an X.

This time, you'll be using smaller pixels and include intensity or shading to show more detail in the image. See example of the the shading key at the bottom of the grid. Areas with a 0 have little to no photons and will be very dark. Lighter areas will have more photons and will have a higher number (1, 2 or 3).

Here you will use numbers in the grid instead of X's

The combinations are as follows:

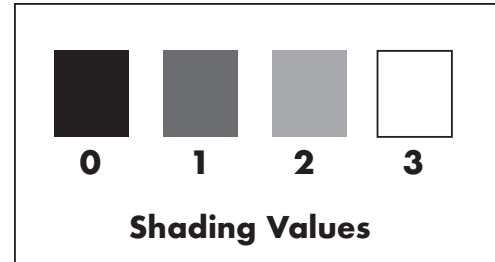
For 0 – E5, E6, F4, F5, F6, F7, F8, G4, G5, G6, G7, G8, H4, H7, I4, I5, I6, I7, J4, J5, J6, J7

For 1 – H8, I8, J8

For 2 – H5, H6

All other squares are a 3 and can be left blank.

Give participants time to shade in their marked squares according to the Shading Values key.



	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E					0	0				
F				0	0	0	0	0		
G				0	0	0	0	0		
H				0	2	2	0	1		
I				0	0	0	0	1		
J				0	0	0	0	1		

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

SEE NEXT PAGES FOR ENLARGED VIEWS.

EXERCISE 3

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E					0	0				
F				0	0	0	0	0		
G				0	0	0	0	0		
H				0	2	2	0	1		
I				0	0	0	0	1		
J				0	0	0	0	1		

This may not look exactly like a house, but by using shading and smaller pixels, we can see more details. So it now looks a little more like a house and not just a black square.

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

0	1	2	3
Shading Values			

