The Algorithm Game

Discover how Betty became a successful computer programmer!

What is an ALGORITHM?

An algorithm is a set of steps a computer must follow to solve a problem. Each step must be completed in the correct order.

Children can build their own algorithms to get from the beginning of a story to the end.

Supplies you need for this activity:

- At least one copy of INSTRUCTIONS NOT INCLUDED: HOW A TEAM OF WOMEN CODED THE FUTURE.
- One copy of the Activity Sheet (without arrows) for each child)
- A pencil or crayon for each child

Instructions:

- Read INSTRUCTIONS NOT INCLUDED aloud, sharing the illustrations with children. You may emphasize Betty's activities in each spread. She is depicted wearing pink.
- Distribute Activity sheets.
- Explain that Betty solved computer problems by using algorithms, just as computer programmers do today.
- Encourage children to draw arrows in order from the start to finish to show how Betty became a successful computer programmer. By drawing a logical pattern they have built an algorithm!

Betty Snyder Holberton

From the time she was a young girl, Betty loved math. She was one of the female "computers" who calculated ballistics trajectories at the University of Pennsylvania and she was selected to be one of the ENIAC programmers. Betty had a long successful career as a computer scientist. Among her many accomplishments, she is credited with writing the first Sort/Merge computer program. Sort Merge is how our computers still handle large amounts of data. Well done, Betty!

Activity Sheet

INSTRUCTIONS NOT INCLUDED

How a Team of Women Coded the Future

The Algorithm Game

How did Betty become a successful computer programmer?