Instructions:

- Select 4 students: 2 go-betweens, a human and a computer. The remaining students are the audience.
- Set up the set so that the students do not see the human and the computer. Don't allow the students to see which one the go-between is interacting with. The students should be in one room, the human in another room and the computer in a 3rd room.
- Handout questions to the students. Give them time to discuss which question will allow them to easily discover the computer. The students select a question, but they must state why they selected that particular question (*I will let a group of students select, then select another group for the next question*). One go-between relays questions from the students to the human. The other go-between relays questions from the students to the computer.



Alan Turing Father of the modern computer.

- The human responds with a human answer, while the computer responds with a computer answer.
- The go-between relays the answers to the students from the human and computer. It is important that the go-betweens do not identify who they are dealing with don't accidentally say, "She said..." (It is recommended that the go-betweens have a pencil and notebook to help them remember the messages).
- The students need to discuss which answer is most likely from a computer.
- Then...pick another Question!

Goal

The class's goal is to find out which of the two is pretending to be a computer and which is human.

