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Lesson Focus

Lesson focuses on how binary codes function and binary applications for computer engineers. The lesson offers students an activity to learn to download software and read online binary clock, and advanced students an opportunity to build one from a kit.

Lesson Synopsis

The Give Binary a Try lesson explores how binary codes work, how it is applied by computer engineers to computers and other electronic equipment including clocks. Students learn how to use the code, read binary clocks, and advanced students can build their own binary clock from a kit.



Age Levels

8-18.

Objectives

- ◆ Learn about binary code and its applications in computing.
- ◆ Learn about downloading, running, and managing software applications.
- ◆ Learn about wiring, and manufacturing of a simple electronic device.
- ◆ Learn how engineering teams approach project work.
- ◆ Learn about teamwork and working in groups.

Anticipated Learner Outcomes

As a result of this activity, students should develop an understanding of:

- ◆ binary code
- ◆ electronic product design
- ◆ problem solving
- ◆ teamwork

Lesson Activities

Students learn about binary code, and how it is used in computers and other equipment. Students explore a simple use of binary code as a clock. More advanced student assemble a working binary clock.

Give Binary a Try

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Resources/Materials

- ◆ Teacher Resource Documents (attached)
- ◆ Student Worksheets (attached)
- ◆ Student Resource Sheets (attached)

Alignment to Curriculum Frameworks

See attached curriculum alignment sheet.

Internet Connections

- ◆ TryEngineering (www.tryengineering.org)
- ◆ Building a Binary Clock (<https://www.instructables.com/id/Easy-Binary-Clock/>) or (<https://www.instructables.com/id/24-Hour-Binary-Clock-with-Bamboo-Case/>)
- ◆ Binary Clock Kit (<https://www.tindie.com/products/applemountain/binary-clock-kit-with-red-green-and-blue-lights/>)
- ◆ Free Binary Clock for Computer Desktop (www.sb-software.com/binaryclock)
- ◆ MAC Free Binary Clock (<https://mac.softpedia.com/get/Utilities/Hardy-BinaryClock.shtml>)

Recommended Reading

- ◆ Code: The Hidden Language of Computer Hardware and Software by Charles Petzold (ISBN: 0735611319)
- ◆ How Computers Work by Ron White and Timothy Edward Downs (ISBN: 0789736136)

Optional Writing Activity

- ◆ Write a paragraph about the history of binary code in computer use.

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For Teachers: Teacher Resource

◆ Lesson Goal

The Give Binary a Try lesson explores how binary code works, how it is applied by computer engineers to computers and other electronic equipment including clocks. Students learn how to use the code, read binary clocks, and advanced students can build their own binary clock from parts or a kit.

◆ Lesson Objectives

- ◆ Learn about binary code and its applications in computing.
- ◆ Learn about wiring, and manufacturing of a simple electronic device.
- ◆ Learn how engineering teams approach project work.
- ◆ Learn about teamwork and working in groups.

◆ Materials

- ◆ Student Resource Sheets and Worksheets
- ◆ Internet Access (for Binary software downloads)
- ◆ Optional: one set of materials for each group of students (Kits cost about \$48)

◆ Procedure

1. Show students the various Student Reference Sheets. These may be read in class, or provided as reading material for the prior night's homework.
2. Have students complete student worksheet to learn how to read a binary clock.
3. Download binary clock software and set up on classroom or library PC computer so students download and install software and can keep up their binary code skills. This may be assigned or suggested as an extension project for home; software is windows-based.
 - Free Binary Clock for Computer Desktop (www.sb-software.com/binaryclock)
 - MAC Free Binary Clock (<https://mac.softpedia.com/get/Utilities/Hardy-BinaryClock.shtml>)

◆ Time Needed

One to two 45 minute sessions

◆ Advanced Options

- ◆ 1. For more advanced students, divide students into groups of 2-3 students to construct a working electronic binary clock from a kit. Most require soldering, so consider an extension lesson if students are not experienced with soldering. Binary Clock Kit (<https://www.tindie.com/products/applemountain/binary-clock-kit-with-red-green-and-blue-lights/>)

Note: A true binary clock indicating minutes of the hour would display values from 0 to 59, or 000000 to 111011. But this would be more difficult to read since adding values $32 + 16 + 8 + 2 + 1 = 59$ is not as easy as $8 + 0 + 0 + 1 = 9$. So, these kits work along with the downloadable versions referenced elsewhere in this lesson.



Give Binary a Try

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For Teachers:
Teacher Resources (continued)
Student Worksheet: What Time is it? - SOLUTION

A fun and easy way to learn how binary coding works is to learn how to tell time using the binary system. This worksheet will help you learn the code and how it can be read using a digital binary clock.

◆ What Time is It?

The following clock is set up in an array with numbers represented in the following structure:

Hours	Minutes	Seconds
8	8	8
4	4	4
2	2	2
1	1	1

Based on which light are illuminated at any given time, you can determine the hour, minute, and seconds. In the illustration below, the time is 10 hours, 37 minutes and 49 seconds.

Hours	Minutes	Seconds
		1
	1	1
	1	1
1	1	1

What time do the following binary clocks say?

		
Time: Correct Answer: 02:15:39	Time: Correct Answer: 02:16:06	Time: Correct Answer: 02:16:03

Give Binary a Try

Student Resource
Binary Basics

◆ **Binary Bytes and Computer Applications**

The binary numeral system (base 2 numerals), or bin for short, represents numeric values using two symbols, typically 0 (off) and 1 (on). Because of its straightforward implementation in electronic circuitry, the binary system is used internally by virtually all modern computers. And, computers can be found in just about every product used in today's society - from cars, to phones, to refrigerators -- and also in most manufacturing processes.



In almost all modern computers, each memory cell is set up to store binary numbers in groups of eight bits (called a byte). Each byte is able to represent 256 different numbers; either from 0 to 255 or -128 to +127. To store larger numbers, several consecutive bytes may be used (typically, two, four or eight). When negative numbers are required, they are usually stored in two's complement notation. Other arrangements are possible, but are usually not seen outside of specialized applications or historical contexts. A computer may store any kind of information in memory as long as it can be somehow represented in numerical form. Modern computers have billions or even trillions of bytes of memory.

◆ **How Does It Work?**

One can think about binary by comparing it with our usual numbers. We use a base ten system. This means that the value of each position in a numerical value can be represented by one of ten possible symbols: 0, 1, 2, 3, 4, 5, 6, 7, 8, or 9. We are all familiar with these and how the decimal system works using these ten symbols. When we begin counting values, we should start with the symbol 0, and proceed to 9 when counting. We call this the "ones," or "units" place.

The "ones" place, with those digits, might be thought of as a multiplication problem. 5 can be thought of as 5×10^0 (10 to the zero power, which equals 5×1 , since any number to the zero power is one). As we move to the left of the ones place, we increase the power of 10 by one. Thus, to represent 50 in this same manner, it can be thought of as 5×10^1 , or 5×10 .

$$500 = (5 \times 10^2) + (0 \times 10^1) + (0 \times 10^0)$$

$$5834 = (5 \times 10^3) + (8 \times 10^2) + (3 \times 10^1) + (4 \times 10^0)$$

When we run out of symbols in the decimal numeral system, we "move to the left" one place and use a "1" to represent the "tens" place. Then we reset the symbol in the "ones" place back to the first symbol, zero.

Give Binary a Try

Student Resource
Binary Basics (continued)

Binary is a base two system which works just like our decimal system, however with only two symbols which can be used to represent numerical values: 0 and 1. We begin in the "ones" place with 0, then go up to 1. Now we are out of symbols, so to represent a higher value, we must place a "1" in the "twos" place, since we don't have a symbol we can use in the binary system for 2, like we do in the decimal system.

In the binary numeral system, the value represented as 10 is $(1 \times 2^1) + (0 \times 2^0)$. Thus, it equals "2" in our decimal system.

Binary-to-decimal equivalence:

$$1_2 = 1 \times 2^0 = 1 \times 1 = 1_{10}$$

$$10_2 = (1 \times 2^1) + (0 \times 2^0) = 2 + 0 = 2_{10}$$

$$101_2 = (1 \times 2^2) + (0 \times 2^1) + (1 \times 2^0) = 4 + 0 + 1 = 5_{10}$$

Here is another way of thinking about it: When you run out of symbols, for example 11111, add a "1" on the left end and reset all the numerals on the right to "0", producing 100000. This also works for symbols in the middle. Say the number is 100111. If you add one to it, you move the leftmost repeating "1" one space to the left (from the "fours" place to the "eights" place) and reset all the numerals on the right to "0", producing 101000.

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Student Worksheet A: What Time is it?

A fun and easy way to learn how binary coding works is to learn how to tell time using the binary system. This worksheet will help you learn the code and how it can be read using a digital binary clock.

◆ What Time is It?

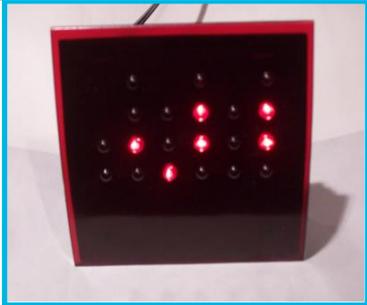
The following clock is set up in an array with numbers represented in the following structure:

Hours		Minutes		Seconds	
	8		8		8
	4	4	4	4	4
2	2	2	2	2	2
1	1	1	1	1	1

Based on which light are illuminated at any given time, you can determine the hour, minute, and seconds. In the illustration below, the time is 10 hours, 37 minutes and 49 seconds.

Hours		Minutes		Seconds	

What time do the following binary clocks say?

		
Time:	Time:	Time:

Give Binary a Try

Student Worksheet B: Team Engineering

You are a team of engineers which has to tackle the challenge of building your own binary clock. You have been provided with a kit which your team will use to build a functional electric binary clock.



1. Review the various Student Reference Sheets.
2. Your team has been provided with a binary clock kit. You'll need to follow step by step instructions and work as a team comparing the directions and the materials.
3. Work as a team to construct your clock. Make decisions about how your team will divide up the work, manage the parts, go through the steps. You are acting as manufacturing engineers on this project, determining the best way to create your product.
5. Build your clock -- remember teamwork!

◆ Questions/Reflections

1. Did your clock work? If not, what do you think went wrong?
2. What obstacles did you face during construction? How did you overcome these?
3. How did your actual manufacturing time compare with your estimated time? What do you think caused the difference?
4. Did your teams' plan for dividing up the work end up being how the work was completed, or did you change strategies during the project? If you changed your approach to the work, why?
5. Present your binary clock to the class and discuss how your team approached the work and how your plan differed from the actual execution.
6. Did you think that another team had a better approach to completing this project? If so, what would you have done differently in retrospect? Answers might be dividing up the work differently, organizing parts differently, or keeping track of steps.

Give Binary a Try

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For Teachers:

Alignment to Curriculum Frameworks

Note: Lesson plans in this series are aligned to one or more of the following sets of standards:

- U.S. Science Education Standards (http://www.nap.edu/catalog.php?record_id=4962)
- U.S. Next Generation Science Standards (<http://www.nextgenscience.org/>)
- International Technology Education Association's Standards for Technological Literacy (<http://www.iteea.org/TAA/PDFs/xstnd.pdf>)
- U.S. National Council of Teachers of Mathematics' Principles and Standards for School Mathematics (<http://www.nctm.org/standards/content.aspx?id=16909>)
- U.S. Common Core State Standards for Mathematics (<http://www.corestandards.org/Math>)
- Computer Science Teachers Association K-12 Computer Science Standards (<http://csta.acm.org/Curriculum/sub/K12Standards.html>)

◆ National Science Education Standards Grades K-4 (ages 4 - 9)

CONTENT STANDARD A: Science as Inquiry

As a result of activities, all students should develop

- ◆ Abilities necessary to do scientific inquiry

CONTENT STANDARD B: Physical Science

As a result of the activities, all students should develop an understanding of

- ◆ Light, heat, electricity, and magnetism

CONTENT STANDARD E: Science and Technology

As a result of activities, all students should develop

- ◆ Abilities of technological design
- ◆ Understanding about science and technology

◆ National Science Education Standards Grades 5-8 (ages 10 - 14)

CONTENT STANDARD A: Science as Inquiry

As a result of activities, all students should develop

- ◆ Understandings about scientific inquiry

CONTENT STANDARD B: Physical Science

As a result of their activities, all students should develop understanding of

- ◆ Interactions of energy and matter

CONTENT STANDARD E: Science and Technology

As a result of activities, all students should develop

- ◆ Abilities of technological design
- ◆ Understandings about science and technology

CONTENT STANDARD F: Science in Personal and Social Perspectives

As a result of activities, all students should develop understanding of

- ◆ Science and technology in local, national, and global challenges

CONTENT STANDARD G: History and Nature of Science

As a result of activities, all students should develop understanding of

- ◆ Historical perspectives

For Teachers:
Alignment to Curriculum Frameworks

◆ **National Science Education Standards Grades 9-12 (ages 14-18)**

CONTENT STANDARD A: Science as Inquiry

As a result of activities, all students should develop

- ◆ Understandings about scientific inquiry

CONTENT STANDARD E: Science and Technology

As a result of activities, all students should develop

- ◆ Abilities of technological design
- ◆ Understandings about science and technology

CONTENT STANDARD F: Science in Personal and Social Perspectives

As a result of activities, all students should develop understanding of

- ◆ Personal and community health
- ◆ Science and technology in local, national, and global challenges

CONTENT STANDARD G: History and Nature of Science

As a result of activities, all students should develop understanding of

- ◆ Historical perspectives

CONTENT STANDARD E: Science and Technology

As a result of activities, all students should develop

- ◆ Abilities of technological design
- ◆ Understandings about science and technology

CONTENT STANDARD F: Science in Personal and Social Perspectives

As a result of activities, all students should develop understanding of

- ◆ Environmental quality
- ◆ Natural and human-induced hazards
- ◆ Science and technology in local, national, and global challenges

CONTENT STANDARD G: History and Nature of Science

As a result of activities, all students should develop understanding of

- ◆ Historical perspectives

◆ **Principles and Standards for School Mathematics**

Number and Operations Standard

As a result of activities, all students should develop

- ◆ Understand numbers, ways of representing numbers, relationships among numbers, and number systems.
- ◆ Compute fluently and make reasonable estimates.

Connections Standard

As a result of activities, all students should develop

- ◆ Understand how mathematical ideas interconnect and build on one another to produce a coherent whole.
- ◆ Recognize and apply mathematics in contexts outside of mathematics.

***For Teachers:
Alignment to Curriculum Frameworks***

◆ Standards for Technological Literacy - All Ages

The Nature of Technology

- ◆ Standard 3: Students will develop an understanding of the relationships among technologies and the connections between technology and other fields of study.

Technology and Society

- ◆ Standard 7: Students will develop an understanding of the influence of technology on history.

Design

- ◆ Standard 9: Students will develop an understanding of engineering design.

The Designed World

- ◆ Standard 17: Students will develop an understanding of and be able to select and use information and communication technologies.