This is the fun lesson where students get to start integrating math into their code. All computer programming languages have something to with numbers and math. There is no escaping it. Do not worry, programmers lie frequently about being math geniuses when they really aren't. If they were math geniuses, they would be doing math, not writing ads and social network games to steal people's money.

Activity

As you start, put up the following math symbols on the board and have students write them in their design notebook and say them out loud. This indoctrinates the students to the language as well as helps them store them in memory. Plus you can never review too much when it comes to terminology. Here are the names:

```
+ plus
- minus
/ slash
* asterisk
% percent
< less-than
> greater-than
<= less-than-equal
>= greater-than-equal
```

The operations of these are missing so have the students tell what each symbol does (i.e. plus does addition, minus does subtraction, etc.). These should be stored in their design notebook as well. Have the students type out the following code:

```
1  puts "I will now count my chickens:"
2
3  puts "Hens", 25 + 30 / 6
4  puts "Roosters", 100 - 25 * 3 % 4
5
6  puts "Now I will count the eggs:"
7
8  puts 3 + 2 + 1 - 5 + 4 % 2 - 1 / 4 + 6
9
10 puts "Is it true that 3 + 2 < 5 - 7?"
11
12 puts 3 + 2 < 5 - 7
13
14 puts "What is 3 + 2?", 3 + 2
15 puts "What is 5 - 7?", 5 - 7
16
17 puts "Oh, that's why it's false."
18
19 puts "How about some more."
20
21 puts "Is it greater?", 5 > -2
22 puts "Is it greater or equal?", 5 >= -2
23 puts "Is it less or equal?", 5 <= -2
```