

# Reader's Guide for *Alan Turing and the Power of Curiosity*

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## **Content Connections for Teachers**

Points of view

Sequence of events

Primary sources

Engineering design

How did Alan Turning develop, test, and modify his inventions?

# **Physical Activities**

Imitation Game (Simon Says)

Play "telephone" to see how a secret message could be changed as it passes from one friend to the next

#### **Discussion Questions**

Why do you think curiosity is a super power?

Tell about a time you followed your curiosity and learned something new.

# **Writing Prompts**

Alan Turing invented a machine that can solve math problems, and another that can decode messages. If you could invent a machine that could do anything, what would it do? Describe how it looks, how much it costs, and how it works.

Write a secret message using your own Simple Cypher code. Trade messages with partner to see if you can decode the message.

## **Art Activities**

Design your own personal minion.

What are your minions superpowers?