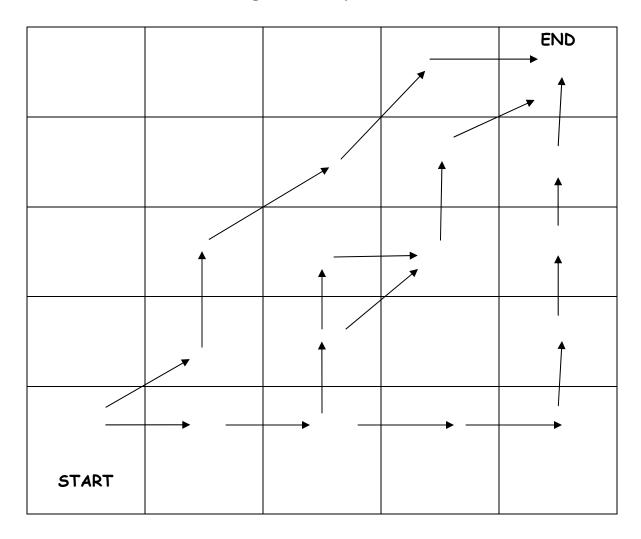# Lights, Camera, Media Literacy!
Teaching the Computer to Win

1) Place your game piece in the START box.

2) Move your game piece to the END box in **5 moves** without being blocked.

3) Each time you land on a space that is more than your 5th move or a space that has no further move options, block that move arrow with a small piece of paper…eliminating that move option.

4) Continue until the only possible path is the winning path.

5) You have "programmed" the game to win every time! ☺