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Instructions for Systems and System Models

Pairs (Go Fish, Memory, Old Maid)

Go Fish

1. Deal 5 cards to each player
2. Players take turns asking another player for a match from a card that they are holding
3. If the other player does not have a match they say "Go Fish." Asking player picks up from pile
4. Play continues until all cards are used.
5. The player with the most matches wins.

Memory

1. Match all of the cards with their pair
2. Pick 10 pairs, shuffle them and place them face down in a 4x5 grid.
3. Players pick turns turning over 2 cards to try and find pairs. If a match is discovered, that player keeps the pair and gets another turn. The player with the most "matches" at the end wins.

Old Maid

1. For 8 players, deal all the cards out, for 4 players find all the matches and remove the duplicates. Then deal all the cards out.
2. The goal is to collect a match or pair of cards. The person left of the dealer goes first, they pick a random card from the hand of the person to their right. If they can make a match they put it down face up.
3. Play continues until all the matches have been made. The person holding the "You crashed the system" card when all the matches have been made is the loser of the game.

System:



Input: Gasoline

Output: Movement

Parts: Engine, Seats, Frame, Wheels, Windows

System:

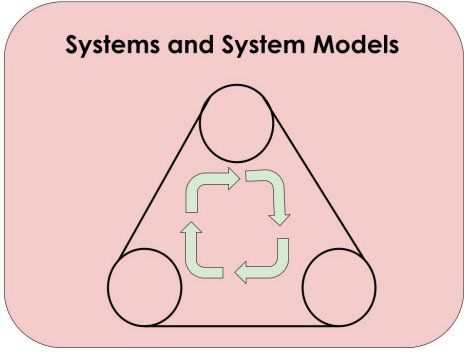


Input: Electrical energy stored in a battery

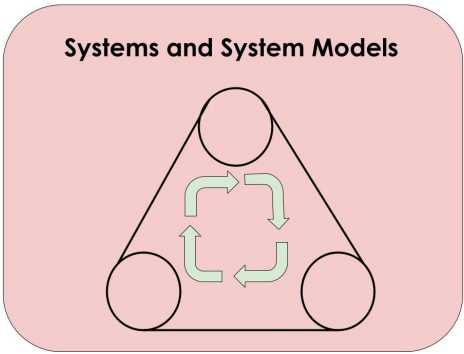
Output: Light

Parts: Batteries, wires, switch, bulb

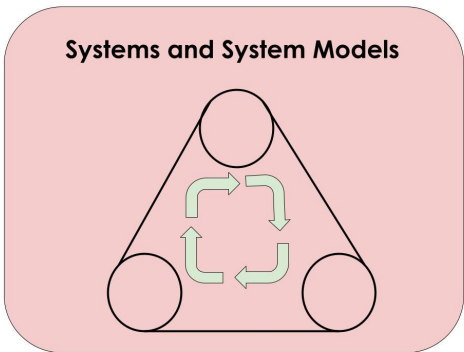

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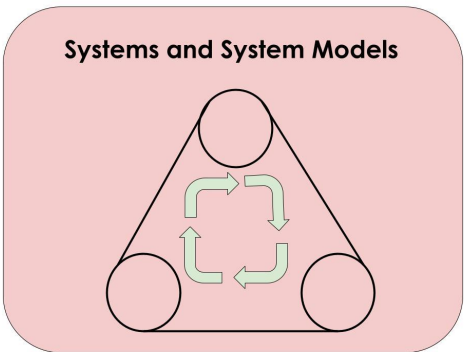

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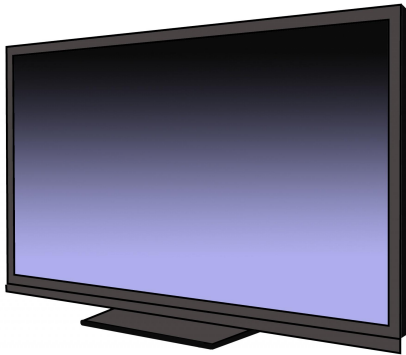

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System:



Input: Electricity

Output: Light and Sound

Parts: Screen, wires, plug, speakers

System:

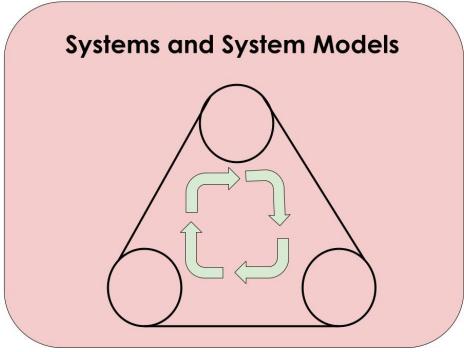


Input: Solar Energy

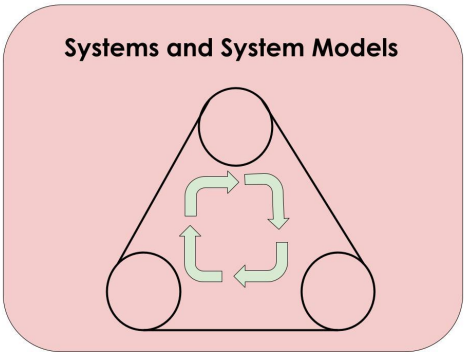
Output: Life

Parts: Bodies of Water, Land, Mountains, Life

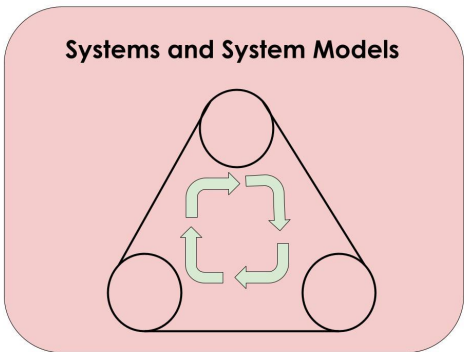

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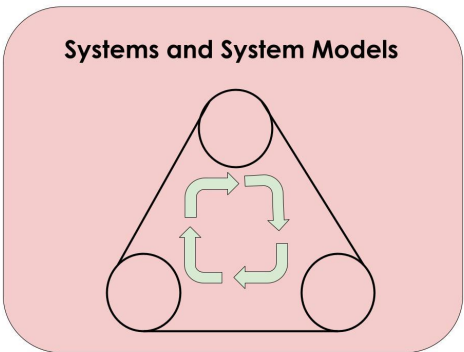

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System:



Input: Mechanical energy / strumming

Output: Sound energy

Parts: strings, wooden body, knobs

System:

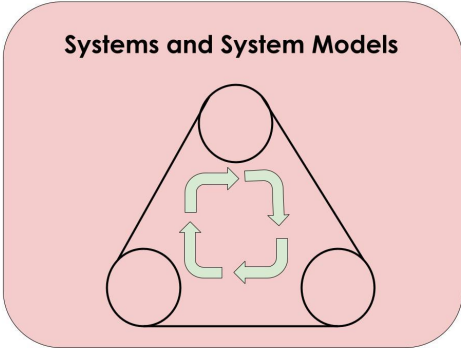


Input: food as energy

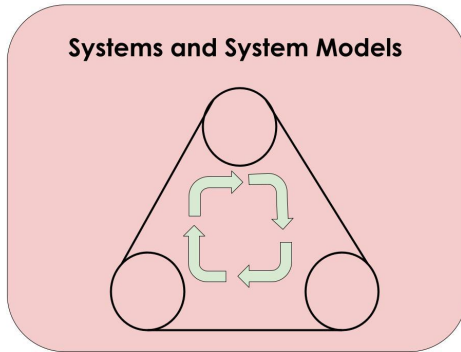
Output: movement, thoughts, offspring

Parts: head, arms, legs, feet, hair

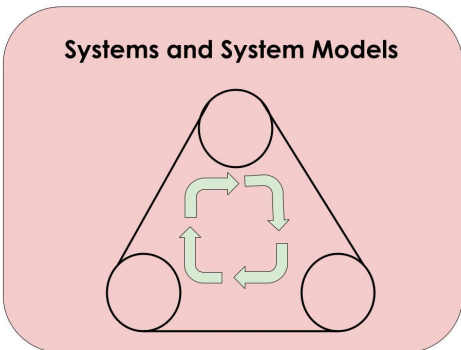

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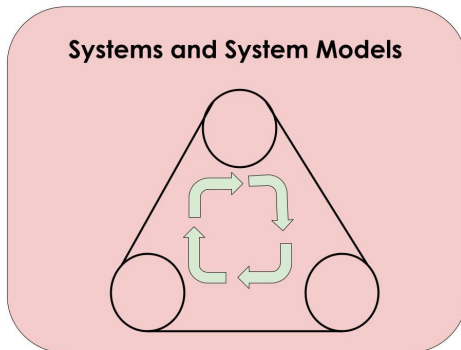

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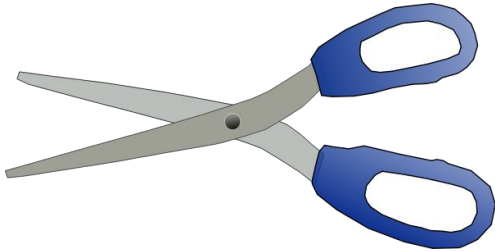

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System:

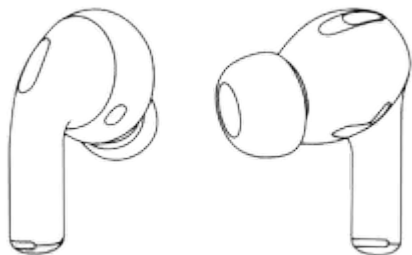


Input: up and down movement

Output: cutting ability

Parts: blades, handles

System:

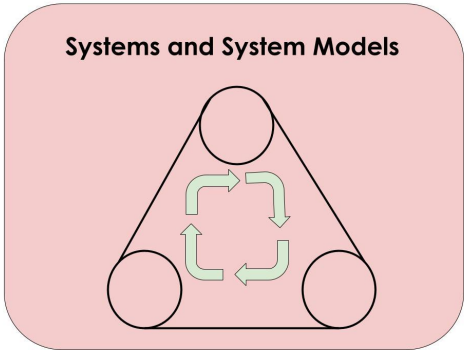


Input: electrical energy

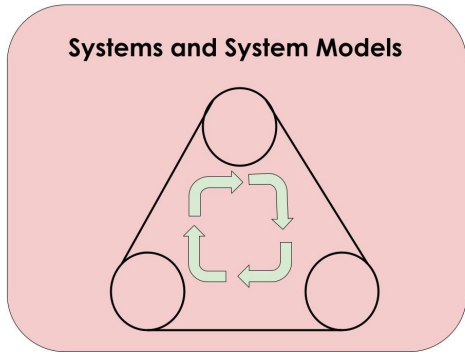
Output: sound energy

Parts: wires, plug, ear piece

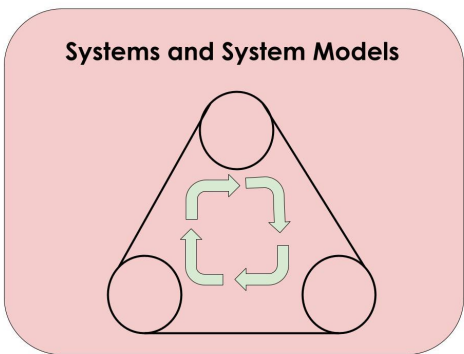

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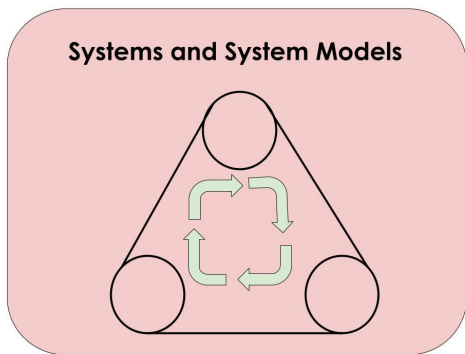

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System:



Input: Pressing a key

Output: sound energy

Parts: keys, tiny soft hammers, strings

System:

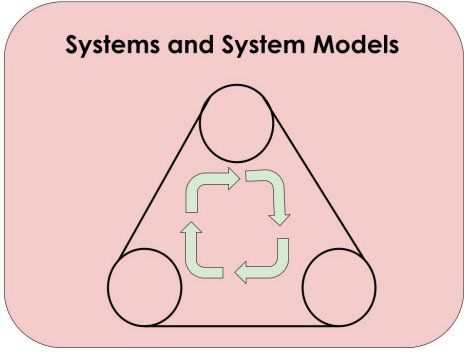


Input: Electrical energy

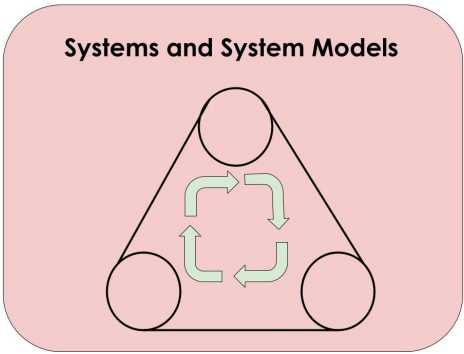
Output: Heat energy

Parts: Wires, heat coils, lever, timer

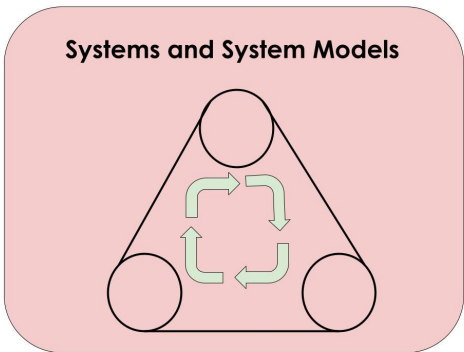

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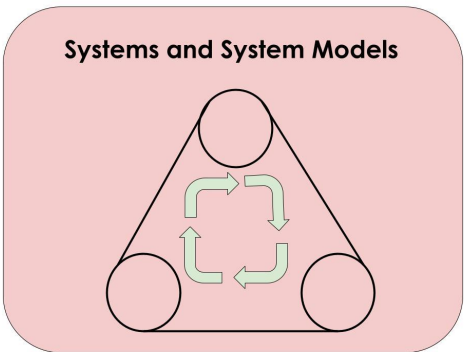

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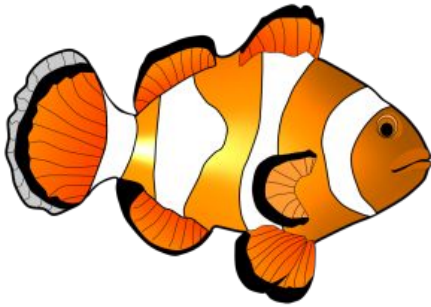

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System:



Input: energy from plants

Output: movement and offspring

Parts: gills, fins, scales, eyes, tail

System:

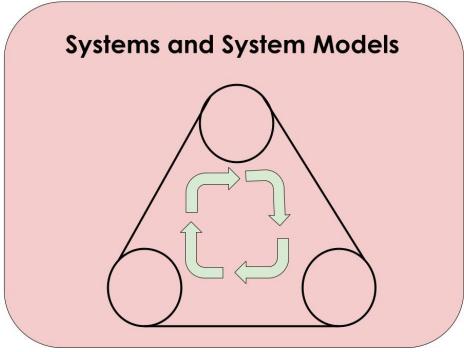


Input: Solar energy

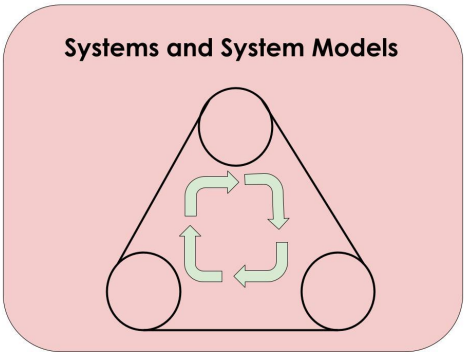
Output: Electrical energy

Parts: solar cells, wires, a stand

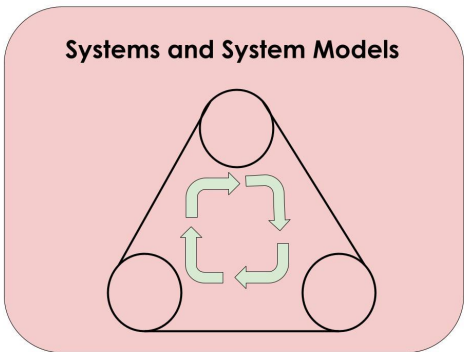

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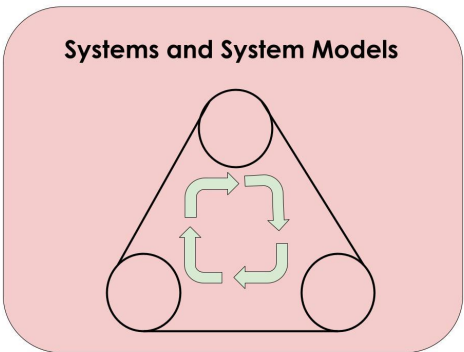

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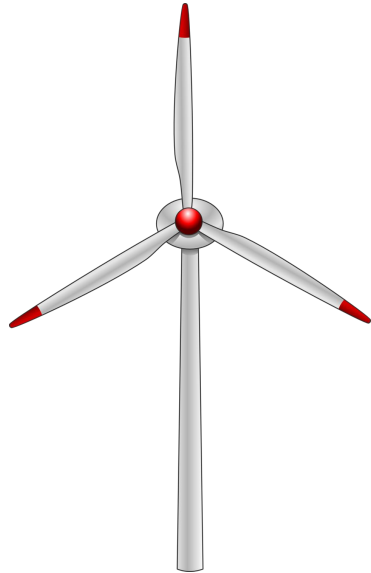

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System:



Input: movement from the wind

Output: electricity

Parts: blades, stand, wires, turbine, generator

System:

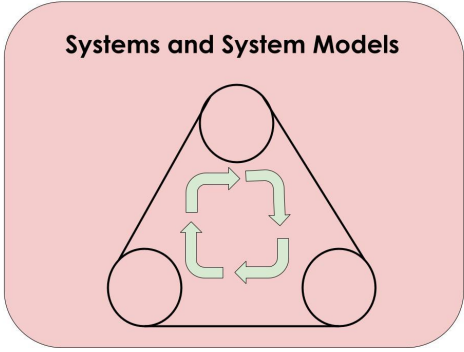


Input: Fuel, people, goods

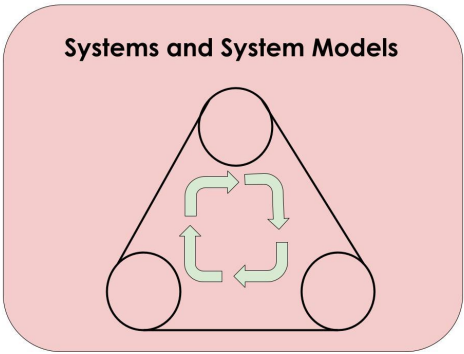
Output: transportation of goods and people

Parts: wings, engines, seats, tires, windows

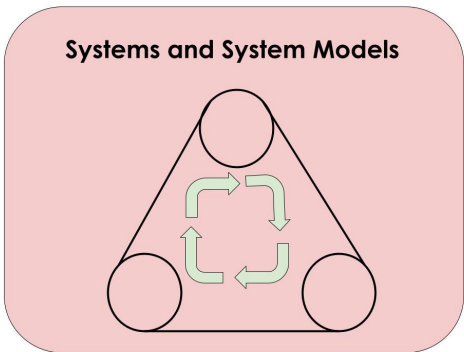

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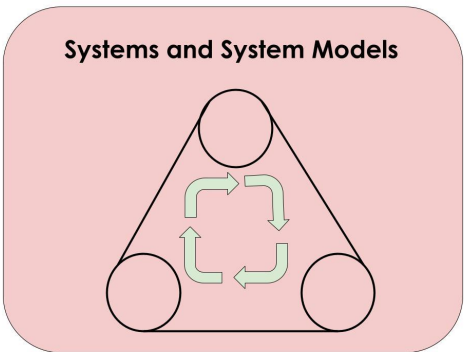

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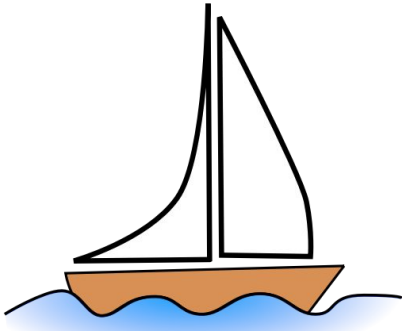

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System:

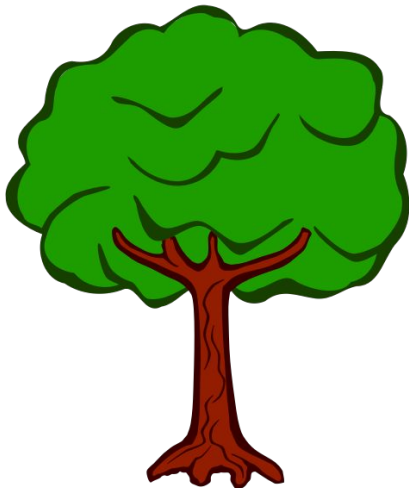


Input: movement from the wind

Output: movement of the ship

Parts: sails, rope, wheel, cabin, anchor

System:

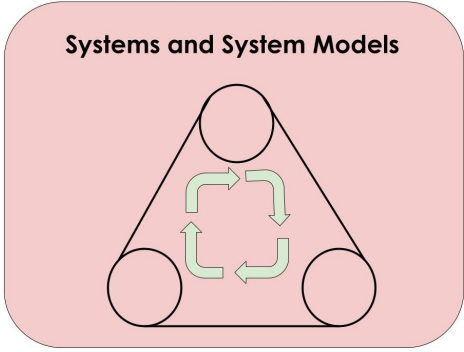


Input: water, sunlight, CO₂

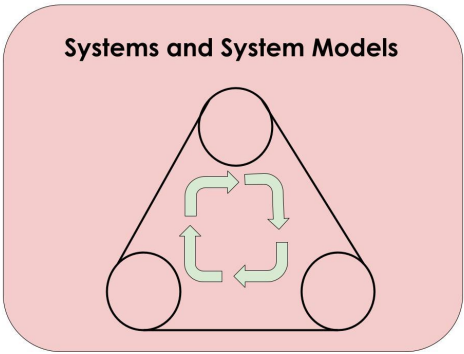
Output: Oxygen, Glucose

Parts: leaves, roots, stem

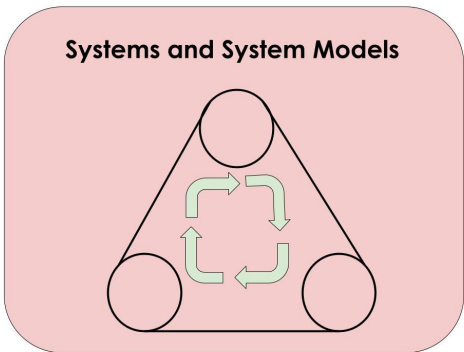

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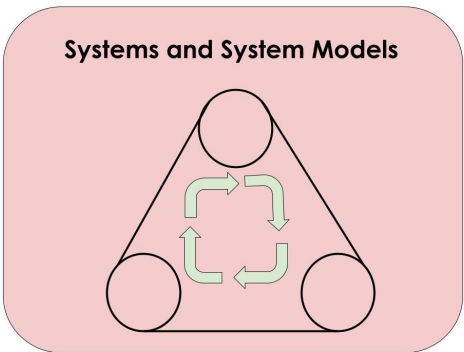

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System:



Input: light

Output: zoomed in images

Parts: mirror, lenses, base, knobs

System:

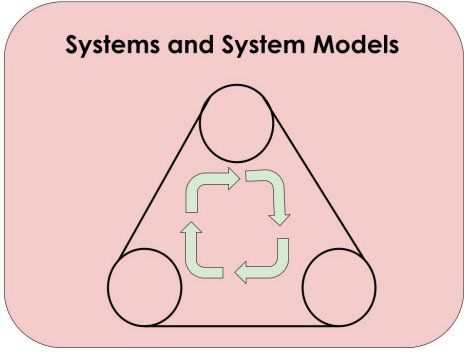


Input: mechanical energy

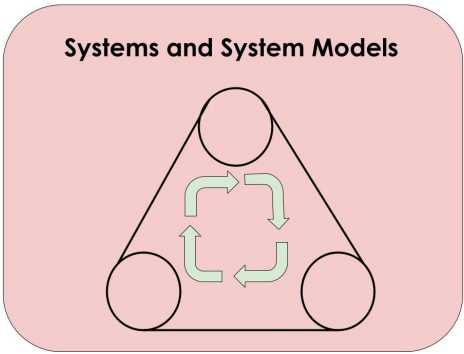
Output: more lead is put out

Parts: lead, eraser, spring, plastic tube

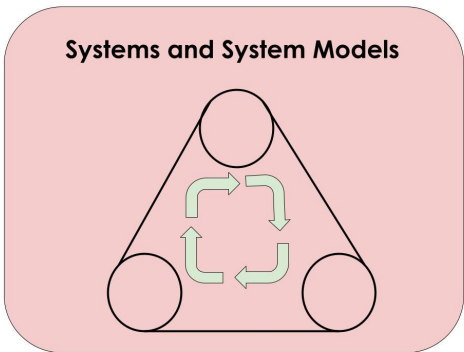

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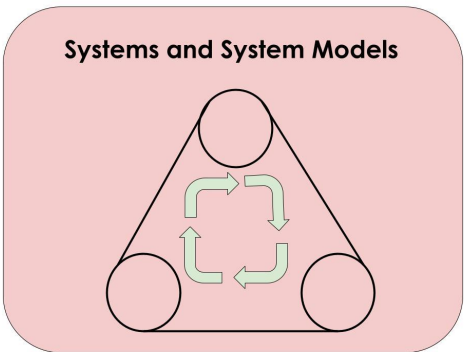

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System:



Input: a spark, fuel, oxygen

Output: light and heat

Parts: logs, flames

System:

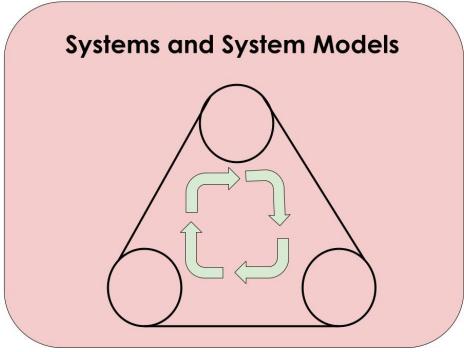


Input: money

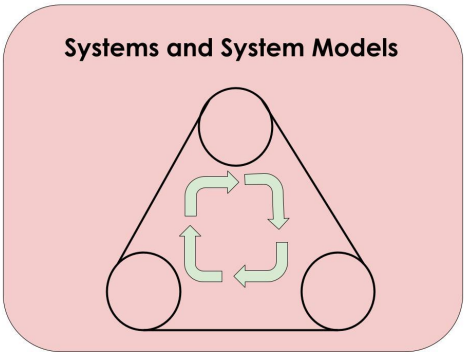
Output: money

Parts: cash, cards, slots to hold cards and cash

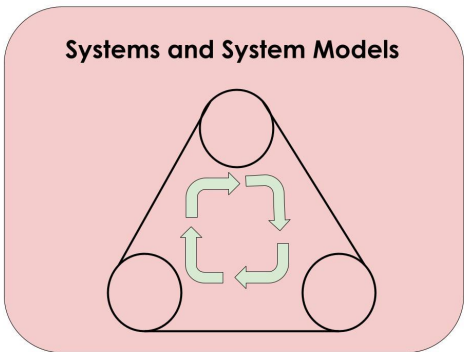

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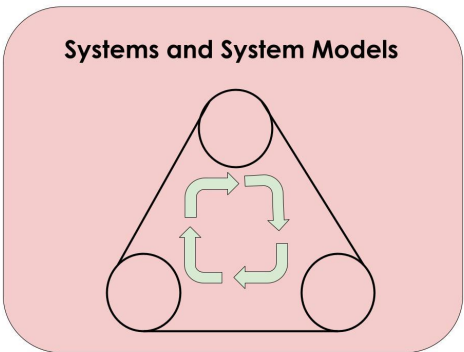

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You Crashed the System!



You Crashed the System!



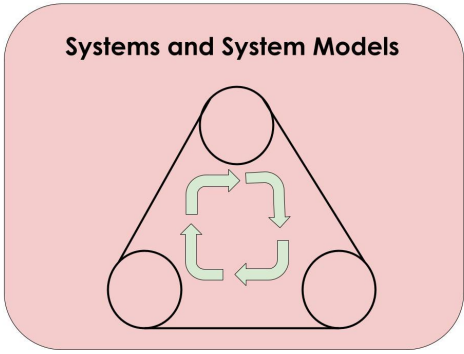
You Crashed the System!



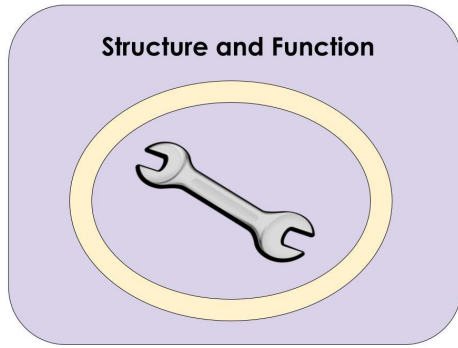
You Crashed the System!



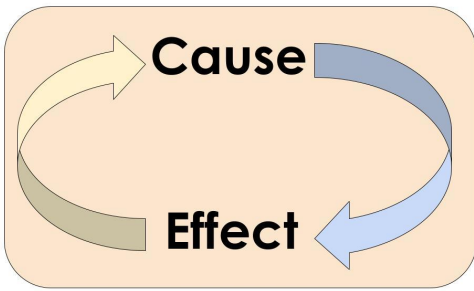

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