

# Outthink Your Computer

The Principle to Learn	In God's Word
You are more powerful than any computer.	Hebrews 2:8

## Preclass



- Review the goals of ComputiVerse
- Review the Class Tips
- Review the Gospel Message

## Process

Include the steps of the gospel throughout the lesson; so while student attention is fresh, the real lesson is being planted.

Pray first.

Although the subject of this lesson may seem trivial, understanding the underlying principle and planting it in the mind of your student will make a tremendous difference in his achievement on the keyboard.

First of all, let's start with a test. In the box below, list some of the important things you believe computers can do better than humans.



With all the glitter and short-lived challenges associated with the computer, youth today are being shoved into the back seat when it comes to pecking order and the keyboard. When this happens, creativity and challenge become twisted, or destroyed. We must continually reinforce the concept of God's hierarchy. He comes first, and there are no close seconds. Next in His order, is man, who was created in the image of God. Following man are all the animals, and the rest of creation.

Did you notice that our fabulous computers are not even ranked in God's hierarchy? The reason is simple: *computers are only machines – they are only tools.* Instead of having gears like bicycles, they use tiny electronic parts. Instead of pedals and handlebars, computers have keyboards and monitors. Instead of horns, these instruments have speakers.

But there are other similarities between bikes and computers. Bicycles are very predictable... If you pedal forward, your bike goes forward. If you pedal backward, your pedals either go backwards, or the brake goes on.

As a machine, your computer also acts in very predictable ways. That's the way the machine was designed. If you turn the monitor's intensity down, you can't see anything—as expected. If you turn the power switch off, everything goes black. There is no computer anywhere in this world that could say, "I feel like working today. I'm going to keep right on running, even if you do turn off the power switch."



Your baby sister toddles over to where you are working on your computer and you can easily see that trouble is near. "NO! Don't touch that computer power switch!" Now if Sissy were a machine as your computer and bicycle are, there would be no problem. Right? But the look of curiosity on her face tells you that she is thinking of getting your attention very fast. You catch her hand just as it reaches for that switch. Whew! Your computer files are safe!

Actually, it's not hard at all to outthink your computer---because it doesn't think at all. Oh yes, it remembers, it calculates, it is always correct. But it has no capacity to think... to reason... to imagine... to dream... to design. And because it is a machine and always will be, it can't love, hate, cherish, be happy, or be sad.

When we sit down to the keyboard and mouse, we must always remind ourselves that **we have to do the thinking for the computer**. Its output will be no better than the quality of thinking we feed into it. And by the way--the very best companion for any keyboard is an open Bible.

(continued on next page)

There are a very few things that a computer can do better than we humans can. It can display graphics, keep track of many numbers and calculate very fast. But we make a big mistake by thinking that the computer is our boss and can tell us what to do. We need to always remind ourselves from God's Word, just who controls what.

One of Jesus' long-ago followers wrote a letter to the Hebrews. In chapter 8, he included some words to a song that King David composed many years ago. The song is listed in the book of Psalms, chapter 8. The song begins by praising God and telling Him who David understands Him to be. That is always a good way to start anything. In the box below, list some of the things God has done, as referred to in verses 2 through 5 of this same chapter:

Verse 6 teaches us that we are to rule (have dominion) over all the things God's hands have made, AND that God has put all things under our feet. Now it may seem thrilling to be boss over things, until we realize the great RESPONSIBILITY that goes with that right. That means not wasting lots of time in playing mindless games, or visiting websites or chat rooms that spell spiritual trouble.

Yes, we can easily outthink our computers. We can tell them what we want them to do; that's having dominion over them. But we must always be careful to use our computers in ways that honor God and benefit church and family.

God has given us important helps in honoring Him and our loved ones with our computers. Using our creativity and imagination with Him in mind, is great. Also ask your pastor, parents, and teachers for their suggestions. And then REALLY listen to what they say. (End)



## The Button

### 10...9...8...7...

Everyone in the large room counted out loud as though each had the ultimate responsibility of pushing THE BUTTON.

### 6...5...4...

A worker from another room, hearing the chorus-like countdown, entered, and saw forty pairs of eyes glued on THE BUTTON.

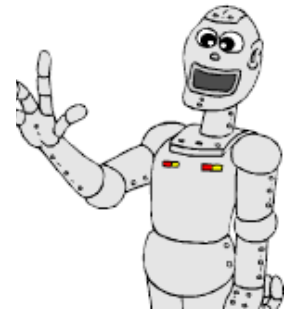
Barry had worked many weeks on a computer program that would operate the robot arm.

What a struggle it was! Every movement or adjustment was dependent on the changes of any of the other joints. Just like a human arm, this robot arm had a “shoulder”, an

“elbow”, and a “wrist”. Not often are robots designed with hands and fingers. Their

“hands” are usually a fixture designed for special purposes, like welding fenders on a new

car, retrieving research items on board an unmanned space vehicle on its way to the planet Venus, or the high-repetition tasks of testing chemicals for new medicines to aid human illness.



3...2...1... As though all the hopes of the free world wished him well, Barry pressed THE BUTTON. Eerie-sounding motors and gears began to follow their programmed commands and the shoulder joint began to raise the entire arm, and then rotated it in a clockwise direction. Hardly had the shoulder joint finished its task, when the elbow joint began the required task on which the whole mission depended. Without this maneuver the task of picking up the small blue box was impossible. As the wrist joint began rotating the grappler claw into position, the eyes of the forty children began whispering, “Come on, come on, you can do it; come on, that’s it!”

No football team ever had a more eager and enthusiastic cheering section than did this experiment. Hope was almost missing from the pediatrics ward of this important children’s hospital. The patients knew first-hand how tough it is for a young person not to act like a baby, but still not be able to function like an adult. On top of all that, many had shoulders that didn’t have the right muscles, and elbows that will live in a cast for a lot of playground days.

The first time Barry brought his computerized robot arm into the hospital, it was just to cheer up his brother and help him pass the time. But then he began comparing the human arm to the toy robot arm, and realized that God’s design of people is so far superior to anything that man can do, that it can’t even begin to be compared. The grappler claw dutifully, and without thinking, closed ever so gently on the blue box as though the box contained rocket fuel. In reality, the action fueled the imaginations and hopes of the children behind those forty faces. When the toy robot arm lifted the pretend rocket fuel and placed it into the little basket provided, the whole room cheered. Even old Doctor McCartney shouted in delight, right along with the children. One nurse said that was more emotion than she’d seen out of him in months.

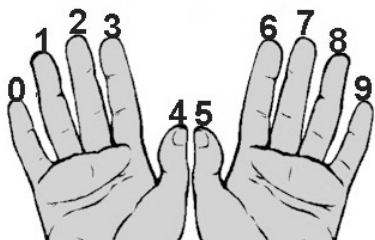
Then Barry put a finger to his lips and everyone got very quiet again. He said that even that success was not the best part. He explained to the children how futile and slow it has been for scientists to even begin to design the mechanical equivalent of what we call arms. Barry walked around the beds and asked the children what kind of things we can do with arms. He heard everything from climbing trees and peeling bananas, to working on a space station and doing computer designs. But the one that brought everything to a standstill was Barbara’s answer. With eyes that tell stories not many people want to hear, she said simply, “Hug”.

Whatever God has given to you, you’ll find great joy in sharing your God-given talents and compassion with others, and giving Him the glory. (end)

## Transistor Counting – Fun With Friends Page

Note: This page has no quiz or puzzle. By first looking at how we count we'll learn some about how a transistor counts. It's fun and should get you thinking just a bit.

We count using the decimal system. That means we have ten symbols... one for each finger, I suppose. These symbols we've learned long ago are 0,1,2,3,4,5,6,7,8, and 9. Let's start our counting with a zero like a computer. Anything we count or add etc we have to use one of these symbols or a combination of them.



Yeh, I know this is pretty nerdy stuff but stick with it. Once we get nine apples and add another, we've got ten. But there isn't a special symbol for ten. So we carry a one to the next left column and start back at zero again. The figures we use to represent ten is actually a combination of the one and the zero symbols.

Now let's get goofy and pretend there was no symbol that looks like **9**.

Now when we get one more apple than eight we have to start back with the zero symbol and carry the one to the next column. Seems a little silly but there's a reason.

Suppose we now eliminated all the symbols except the **0** and the **1**. We'll do the same apple counting technique as before. We have one apple that's a **1**. If I get another apple that makes two. Since we run out of symbols we can't use the **2** symbol so we have to start back at **0** and carry the **1**. So now we write "two" as **10**. Now we've done all this nutty counting of apples to get you to count like a transistor. Those are the teeny tiny electrical parts down deep in our computer that actually do all the work. Counting like a transistor with only two symbols is called Binary arithmetic. Binary means two. Can you see how we'd count in Binary?



Decimal	0	1	2	3	4	5
Binary	0	1	10	11	100	101
Word	"Zero"	"One"	"Two"	"Three"	"Four"	"Five"



If this is just a bit too strange, even after trying it out a second time, don't fret. We really want to illustrate how far superior the brain and counting system God gave us is, over what the computer we use. It's all the more reason why we must always remind ourselves that God has given us technology (computers and stuff) to use to serve Him. Way too many young people are becoming slaves and addicted to these machines that ultimately only count in **0**'s and **1**'s. (end)