## Binary code

How to convert decimal numbers to binary numbers:

| Dezimal | Binär |  |  |  |
| ---: | ---: | ---: | ---: | ---: |
|  | 8 | 4 | 2 | 1 |
| 0 |  |  |  | 0 |
| 1 |  |  |  | 1 |
| 2 |  |  | 1 | 0 |
| 3 |  |  | 1 | 1 |
| 4 |  | 1 | 0 | 0 |
| 5 |  | 1 | 0 | 1 |
| 6 |  | 1 | 1 | 0 |
| 7 |  | 1 | 1 | 1 |
| 8 | 1 | 0 | 0 | 0 |
| 9 | 1 | 0 | 0 | 1 |
| 10 | 1 | 0 | 1 | 0 |
| 11 | 1 | 0 | 1 | 1 |
| 12 | 1 | 1 | 0 | 0 |
| 13 | 1 | 1 | 0 | 1 |
| 14 | 1 | 1 | 1 | 0 |
| 15 | 1 | 1 | 1 | 1 |

A computer only knows the two digits 0 and 1. All numbers, all letters are therefore represented with these two digits.

The digits 1-6 are on the binary cube, but in the form in which computers can read the digits.

| $1=001$ | $4=100$ |
| :--- | :--- |
| $2=010$ | $5=101$ |
| $3=011$ | $6=110$ |

At the beginning the children have a little help in front of them. This help looks like this:


If the children roll 100, then 1 means that the number in the circle remains visible. 0 means I don't see the number and cover it up.

At 100, the number 4 remains visible, the other two numbers are covered.
At 101,4 and 1 remain visible. The second digit is 0 and is therefore covered.

In this way you can not only play well, but also do math in a completely different way. I'll translate a game and send it to you.

