

## Mission India: Router

It is essential that you and your team get the message from NetAid to Rashmi who wants to help her neighbor Asha. NetAid will help the people in Asha's community build a center and provide scholarships for girls like Asha.

You were doing really well on this mission, but now you've come to a halt because of a broken router. You must get it working or you will not be able to get your message through. As a packet, you realize that you have no control over routers, but for the game we'll give you the ability to get that router going and to help it send packets through on the best routes.

1. Go back to the game (<http://www.cisco.com/warp/public/779/edu/peterpacket2/deliverables/default.htm>) and skip forward to the router section, making sure to select India in the introductory section. Each team member must take a turn working with the router to get the packets moving. While one group member is sending packets through, the others should be cheering that member on. If anyone needs help, remember that you have access to the Game Cheat Sheet and the Help button on your screen.
2. **Do not enter the Wireless Section of the game.** You will receive special instructions for that challenge next time.
3. That wasn't so difficult, was it? A little easier than navigating the server. Each team member should go back to their Mission Journal, log in the time, and record problems faced and how they were overcome. Record the progress in getting the message through to Rashmi.
4. Now that your team understands the job of a router and what can cause its problems, have a team meeting. In this meeting you will discuss what the qualities of an efficient router are and then create a design that shows how routers work. Brainstorm ideas and combine these ideas into an imaginative drawing of your new router. The designers of the Peter Packet game had their own idea of how to show how a router works. Try to outdo them. Here are some links that may help if you need inspiration:

### **How Routers Work**

<http://computer.howstuffworks.com/router.htm>

Concise guide to how routers work.

### **Jelly Beans Going Everywhere**

[http://www.tinhat.com/internet\\_basics/how\\_the\\_internet\\_works.html](http://www.tinhat.com/internet_basics/how_the_internet_works.html)

A unique way of understanding the basics of the Internet and routing.

5. Make sure your team can explain why your router design is excellent and will provide what is needed to get packets through safer and faster. Will your router win the Great Router Design Race? Will it outclass the jellybean router?
6. Add the design and notes about it to your journal.

See you in wireless space.