

## Mission Zimbabwe: Router

*Mhoroi* ! It is essential your team get the message from People United for Schools to Dr. Kapawa because Tendai's school has closed. So many people in his village are infected with the HIV virus or have died of AIDS that there are no teachers. The message will help the village provide teacher training so that there will be teachers for students like Tendai.

You were doing really well on this mission, but now you've come to stop because of a broken router. You must get it working. As a packet, you realize that you have no control over routers, but because of the importance of this mission 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, being sure to select Zimbabwe in the introduction. 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 perhaps. 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 Dr. Kapawa.
4. Now that your team understands the job of a router and what can cause it problems, have a team meeting. In this meeting 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 function.

### **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.

*Tichaonana!* See you in wireless space.