# Thinking Like A Computer

talkSTEM
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Did you know you think like a computer *every day*?
Actually - did you know *computers think like humans* everyday?

We can look at any object using **computational thinking**. First, select and observe an object in your environment. Now you can do some computational thinking about your selected object.

Below are 3 ways of representing your data, or information, about your selected object.
On the left-hand side we provide examples of data modeling using a tree. Fill in the right-hand side with your observations of your object.

### 1. LIST

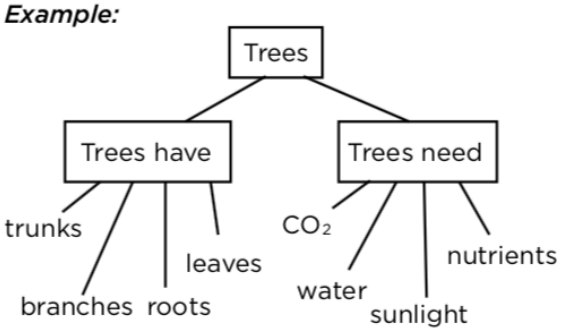
*Example:*

Parts of a tree:
-trunk
-roots
-leaves
-branches
-bark

### 1. LIST

### 2. DESCRIBE, using a concept map

*Example:*




### 2. DESCRIBE

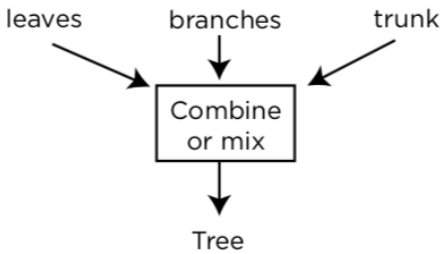
### 3. MAKE, two ways:

**A. Recipe style list of instructions**
**B. Instructions for imaginary factory making this object**

*Example:*

A.
Step 1. Create trunk
Step 2. Add branches
Step 3. Add leaves

B.




### 3. MAKE