Day 8 Frogger Lesson Plan – 50 Minutes

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<td>1. Overview: What we’re going to do today</td>
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<td>2. Frogger Showcase</td>
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<td>3. Reiterate Project and AgentSheets</td>
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<td>4. Exercise</td>
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<td>5. Closure</td>
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1. Overview

Learning Objectives:

- Create a game that flows properly, playable, and fun
- Understand how checklists are effective

2. Frogger Showcase

Student work showcase: Select one of the student’s worksheets from the last lesson and project it on an overhead screen. Compare this to a completed version of Frogger so students can see where they are headed. Remember you can also use the Frogger example from the lesson content.

3. Reiterate Project and AgentSheets

Reiterate the components of AgentSheets:
- Gallery - where agents are
- Worksheet – where game is created
- Behavior – how to tell each agent what to do

4. Exercise

Have students use the Day 8 Student Handout and have students help each other with the below tasks:

- Reiterate how to open AgentSheets program and have students open their saved version of Frogger from the last lesson. Check understanding of each student.
- Reiterate to students how they can open their worksheet and run the program. Check understanding of each student.
- Reiterate to students that they can move and resize their windows.
- Clean up their graphics, so they look the way the student wants.
- Make sure the programming is done properly and the game flow is correct.
- Students should use the checklist to help them with potential errors
• Make sure the game works, is playable, and fun

• Ultimately, the student should feel proud of the game they have created.

• Students should save the worksheet periodically and check with the reset button to verify that it worked.

5. Closure

Restate the objectives of the project and what will be covered next class period. Students can edit their agents at any time.