Day 9 Frogger Lesson Plan – 50 Minutes

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<th>Activity</th>
<th>Time</th>
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<tr>
<td>1. Overview: What we’re going to do today</td>
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<td>2. Frogger Showcase</td>
<td>10 minutes</td>
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<td>3. Reiterate Project and AgentSheets</td>
<td>5 minutes</td>
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<td>4. Exercise</td>
<td>25 minutes</td>
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<td>5. Closure</td>
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1. **Overview**

**Learning Objectives:**

- Post Assessment Test
- Online Introduction to the arcade
- Explore the Arcade
- Complete the Game Assessment within the arcade

2. **Frogger Showcase**

Showcase a couple of the different games that are found online.

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 9 Student Handout** and have students help each other with the below tasks:

- Visit the Scalable Game Design WIKI

- Demonstrate how to access the Arcade
- Have the students explore the different classes and games that are on the Arcade
- Have the students Pick out two random games and fill out the Game Assessment worksheet

5. **Closure**

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