AgentCubes Online
Reminder Cards

These posters are designed to support students in their understanding and application of computational thinking patterns. They can be provided directly to the students, or used as visual aids within the classroom.

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Just because you don’t see the agents, doesn’t mean they aren’t there!

Agents can be drawn on top of one another, causing major havoc in your game.

What you see

What your game sees
Just because the hole is empty, doesn’t mean you can ignore it!

Agents will not SKIP empty rules.

*Delete empty rules!*
Order Matters!

The program will start at the top of the instructions and work down. *If your program isn’t working, try changing the order of the code.*

IF…. ELSE….. IF…..

If the first condition is TRUE, it will NOT move on to the next rule!
No “Right Way”

There are many ways to code the same actions… take time to see how others are solving problems.
Stop everything and ... WAIT!

WAIT is a command that stops the simulation or game for a set period of time.
Once every.....

ONCE EVERY is a command that **slows down one part** of the simulation or game.
Do you want a new RULE or a new METHOD??

Think before you Click

+ Rule + Method

scalABLE GAME DESIGN
Check your code, and then check it again.
Watch out for typos!

Little mistakes can cause huge frustrations!
SHAPES represent the SAME AGENT in DIFFERENT FORMS

New Agent or New Shape?