

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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These curricular resources have been designed as part of the Scalable Games Design project.

This material is based upon work supported by the National Science Foundation under Grant No. DRL-1312129 and CNS-1138526. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation.



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!

if	then
if key ↑	then move ↗
if key ↓	then move ↘



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.

```
if ▶ see [robot icon]
  test Sick_clock >= @Minimum_sick_time
  percent-chance @Recover
then set get_well to 1
```

```
if ▶ see [robot icon]
  test Sick_clock <= 0
  percent-chance @Recover
then set get_well to 1
```

**Stop everything
and . . . WAIT!**

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

Once every.....

JUST
SLOW
DOWN

ONCE EVERY is a command that slows down one part of the simulation or game.

Think
before you
Click

Do you want a new
RULE
or a new
METHOD??

+ Rule

+ Method



Computers read

Code

Not

Minds

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?