1. Overview

**Learning Objectives:**

- Learn about Basic Computational Thinking
- Open AgentSheets Software Program
- Open an Existing Project
- Adjust Truck Background
- Retest Truck Movement
- Create Left and Right Tunnel Agent
- Resave the Worksheet
- Revise Truck Movements
- Test Run Program

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.

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 3 Student Handout** and have students help each other with the below tasks:
- Demonstrate how to open AgentSheets program and have students open their saved version of Frogger from the last lesson. Check understanding of each student.

- Demonstrate to students how they can open their worksheet and run the program. Check understanding of each student.

- Need to make the Truck background transparent. Have students open their worksheet and adjust the Truck Agent background. Check understanding of each student.

- Have students create a Tunnel Agent and place them on the left and right of their worksheet. Check understanding of each student.

- Demonstrate how to make the Tunnel Agent generate trucks from the left side of the worksheet. Check understanding of each student.

- Demonstrate how to make the trucks disappear on the right side of the worksheet. Have students run the program to see what happens. Check understanding of each student.

- 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. Students can edit their agents at any time.