Day 4 Frogger Lesson Plan – 50 Minutes

| 1. Overview: What we’re going to do today | 5 minutes |
| 2. Frogger Showcase | 10 minutes |
| 3. Reiterate Project and AgentSheets | 5 minutes |
| 4. Exercise | 25 minutes |
| 5. Closure | 5 minutes |

1. Overview

Learning Objectives:

- Learn about Basic Computational Thinking
- Open AgentSheets Software Program
- Open an Existing Project
- Create the Dead Frog Depiction
- Create Collision of Frog and Truck
- Check Simulation when Frog Dies
- Create River Depiction and Add to Worksheet
- Create Grass Depiction and Add to Worksheet
- 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. 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 4 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.
Day 4 Frogger Lesson Plan – 50 Minutes

- Reiterate to students that they can move and resize their windows.
- Demonstrate how to create the dead frog depiction. Check understanding of each student.
- Demonstrate how to create collision of Frog and Truck. You can use the tips sheet for the Frog Behaviors to assist with this piece. Check simulation when frog dies. Check understanding of each student.
- Demonstrate how to make a River and Grass Agent and apply it to their game. 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.