1. Overview

**Learning Objectives:**

- Add Rule Descriptions
- Create the Grotto Agent
- Program the Grotto to call out a win
- Program the frog to die when stacked upon the Water
- Program the frog to die when stacked upon the Garage
- Program the frog to die when stacked upon the Island
- Program the frog to die when stacked upon the Bridge
- Import Images from the internet or clipart

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 7 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.
• Reiterate to students that they can move and resize their windows.

• Have students create the Grotto agent

• Have students program the Grotto to announce a win. It is a good practice to have students provide comments regarding their rules, in this case the description would be “If” the Grotto is stacked below the from, “Then” I will announce “you win” wait for half second then stop the simulation” and is typed above the rule. Check student understanding.

• Demonstrate to students how to program the Grotto.

• 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 class period. Students can edit their agents at any time.