1. **Overview**

   **Learning Objectives:**
   - Learn about Basic Computational Thinking
   - Open AgentSheets Software Program
   - Open an Existing Project
   - Create Frog Movement Behavior
   - Name rules
   - Resave the Worksheet
   - Create the Street Agent
   - Place Street on Worksheet
   - Create Truck Agent
   - Randomly Place Trucks on Street
   - Create Truck Movements
   - Test Movements

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 2 Student Handout** and have students help each other with the below tasks:

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### Day 2 Frogger Lesson Plan – 50 Minutes

<table>
<thead>
<tr>
<th>Activity</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Overview: What we’re going to do today</td>
<td>5 minutes</td>
</tr>
<tr>
<td>2. Frogger Showcase</td>
<td>10 minutes</td>
</tr>
<tr>
<td>3. Reiterate Project and AgentSheets</td>
<td>5 minutes</td>
</tr>
<tr>
<td>4. Exercise</td>
<td>25 minutes</td>
</tr>
<tr>
<td>5. Closure</td>
<td>5 minutes</td>
</tr>
</tbody>
</table>
• 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 how to edit the behavior of the new agent and have students make frog agent movements correspond to the arrow keys. Check understanding of each student.

• Have students create the street agent. Check understanding of each student. Remind students that agents can be edited at any time, so they should not spend a lot of time on the art work right now.

• Have students create a new truck agent. After creating the truck, students can edit the behavior of the agent to move from left to right. 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.