1. Overview

Learning Objectives:

- Add Rule Descriptions
- Create the Log Agent
- Program the Log Behavior on River
- Program Log to Transport the Frog
- Create the Left and Right Bridge
- Program the Log to Generate from the Left Island
- Program the Log to Absorb when it reaches the Right Island

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 6 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 Log Agent

• Have students program the Log Agent for the River. It is a good practice to have students provide comments regarding their rules, in this case the description would be “if I see water I will move to the left one space every half second” and is typed above the rule. Check student understanding.

• Have students program the Log Agent to Transport the Frog and check for understanding.

• Have students create the Left and Right bridge and check for understanding.

• Demonstrate to students how to program the log. The right Island generates a log that moves to the left and the log gets absorbed when it gets to the left Island. Check for understanding.

• 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.