Day 1:
- Pre-test assessment
- Open AgentSheets Software Program
- Describe the AgentSheets Software Environment
- Learn about the Frogger Game
- Learn about Basic Computational Thinking
- Create a Grass Agent
- Create a Frog Agent
- Create a New Worksheet
- Lay down the grass agent into a 20 long x 14 tall grid
- Place frog on the worksheet
- Save a Worksheet

Day 2:
- Learn about Basic Computational Thinking
- Open AgentSheets Software Program
- Open an Existing Project
- Create Frog Movement Behavior
- Name the rules with descriptions
- Resave the Worksheet
- Create the Street Agent
- Place Street on Worksheet
- Create the Truck Agent
- Randomly Place Trucks on Street
- Create Truck Movements
- Test Movements

Day 3:
- Learn about Basic Computational Thinking
- Open AgentSheets Software Program
- Open an Existing Project
- Retest Truck Movement
- Create Left and Right Tunnel Agent
- Resave the Worksheet
- Program truck to absorb
- Program tunnel to generate trucks
- Test Run Program

Day 4:
- Learn about Basic Computational Thinking
- Open AgentSheets Software Program
- Open an Existing Project
- Create the Dead Frog Depiction
- Program Collision of Frog and Truck
- Check Simulation when Frog Dies
- Create River Depiction and Add six rows to Worksheet
- Test Run Program

Day 5:
- Program Frog Behavior to Drown when Frog stacked on River
- Add Rule Descriptions
- Create the Turtle Agent and add to worksheet
- Program Turtle Behavior to move right
- Create the right island depiction and add to worksheet
- Create the left island depiction and add to worksheet
- Program the Turtle behavior to Generate from the Left Island
- Program the Turtle behavior to Absorb when it reaches the Right Island
- Program Turtle behavior to Transport the Frog