1. Overview

Learning Objectives:

- Modify Frog Behavior to Drown when Frog is on River
- Add Rule Descriptions
- Create the Turtle Agent
- Program the Turtle Behavior on River
- Program Turtle to Transport the Frog
- Create the Left and Right Island
- Program the Turtle to Generate from the Left Island
- Program the Turtle 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 5 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.

• Demonstrate to students how to modify the Frog Behavior to drown when the frog is directly above the River. Modify Frog rule descriptions. Check student understanding.

• Have students create the Turtle Agent

• Have students program the Turtle 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 right one space every half second” and is typed above the rule. Check student understanding.

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

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

• Demonstrate to students how to program the Turtle for the Island to generate from the left and absorb when it gets to the right 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.