Notes for Beginning Modeling Session

**Slide 2**

This is a video that goes through the variables, rules, turns rules off, looks at variables

Stop at 3:30 or you get an add for someone’s GitHub site.

**Slide 3**

This slide shows all the elements of boids that make it a good model in which data could be collected.

**Slide 4**

This slide is meant to drive home the point that life-like agents are a waste of time.

**Slide 5**

This slide is sample of what the students will create in their coding classes. It is one that is devoid of variables to manipulate. This often are the type of models first timers create for their project.

**Slide 6**

This slide is taking the previous model and adding the variables via sliders so that data can be collected.Prompt students to answer the question. LIKE: Number of sheep, number of wolves, grass abundance changes, etc.

**Slide 7**

This slide just drives the point home.

**Slide 8**

This slide explains validation of a project which compares results to what might/did happen in a real-world setting.

**Slide 9**

This slide checks for understanding. Did they validate the hurricane landing and path prediction? The answer is NO

**Slide 10**

This slide introduces the activity. Pass out blank grids and pens. Let students have a few minutes to think of how they would explain to another person how to draw this using the grid. Write a student’s instructions on the board (words only).

**Slide 11**

This slide is introducing the coding symbols they will use to code the pictures. Have students change words to symbols on their graph paper.

**Slide 12**

Pass out supplies Graph Paper Programming Assessment Worksheet

**Slide 13**

This slide is the solution

**Slide 14**

This slide is another example

**Slide 15**

This slide is the solution

**Slide 16**

This slide is a check on whether they understand coding. Have students solve. This is at the bottom on the Assessment worksheet.

**Slide 17**

This slide is the solution.

**Slide 18**

This slide is presents Netlogo code (a puzzle they already did) See they if know what the code does. Use and empty grid.

**Slide 19**

This slide is the solution.

**Slide 20**

This slide is the summary of what a good project needs. Have students meet in their teams to fill out the sheet which you will pass out. They will take it to Meet the Scientist and is also a record of what they need to do. If there is a one-person team in the class, work with them. This is probably where you want kids to spend the most of their time working.