Overall:

Day 1: Short.

Make sure everyone has installed it ok. Do the “What can you control” sheet. Do some tests to see if they can make it stable. Determine what affects stability. Determine what parameters are most important for health etc.

If time, they can also do scavenger hunt.

Day 2: Learning about the code.

They can do the scavenger hunt, then go in-depth on Rabbit & Fox.

They can do all of this in one 85 minute day if they push. Maybe a better idea to do the first 2, then debrief about rabbit.

Day 3: Make a 3rd Animal

They start making their 3rd animal. Make sure debugging sheet helper is available.

Day 4: Learn about inheritance. + mid-project quiz (?)

Day 5: Refactor to use inheritance.

Day 6-7 [optional]: Do something awesome.

- Trait inheritance. \*\*\* Make handouts for these.

- Communicable disease. \*\*\*