Lesson 4 - Student Activity #2 Guide

Name _____

Colliding Turtles

Introduction
In this activity we are going to implement agents interacting with other agents upon colliding. Collisions occur when two agents bump into one another. (They do not need to be centered on the same patch, just touching.) This is different from Bumper Turtles; in Bumper Turtles, *agents were responding to colored patches in their environment*, not other agents.

We will use a collision block that looks like this. Use the pull-down arrow to select what type of object to collide with. Then put the commands that should run or execute when the collision occurs in the area below the notch.

 Select the object to collide with

Here's an example:

Here's another example with a conditional instruction. **The set color command only executes if the condition is true.**
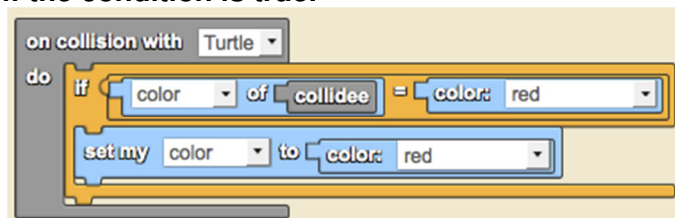
Your challenge is to make the turtles react to another agent upon collision.

Guidelines:
1. Start from a new blank project or remix the "Colliding Turtles starter" model in the Project GUTS gallery.
2. Don't forget to put both partners' names in the project title.
3. Create 50 blue turtles (refer to Lesson 2) and 5 red turtles. (Will need 2 'create do' blocks.)
4. Have the turtles move around with a wiggle walk. (Work in the turtle page with a forever block.)
5. Use a collision block and have the turtles change a trait like color after colliding with another turtle.
6. When you are done, save and share your project.