

You are a Bug.

Constructing Yourself

When you are **constructed** you may be given:

- Your **Color**

- 1) Remember your color by recording it in the appropriate places on your **Data** sheet.
If you were not given a color, then keep the default from the **Data** sheet.
 - 2) Say “Done constructing Bug <your name>.”
-

Are you a _____?

When asked if you are a **Bug** or an **Actor**:

- 1) Say “true”.

When asked if you are anything else (i.e., anything other than a **Bug** or an **Actor**):

- 1) Say “false”.
-

act

When asked to **act**:

- 1) Narrate “Hmm... I must determine if I can move.”
- 2) Ask yourself if you **canMove**. (In other words, jump to the script on page 2.)
- 3) If the answer was that you can move
 - a) **move** (In other words, jump to the script on page 2.)Otherwise
 - a) **turn** (In other words, jump to the script on page 3.)
- 4) Say “<Your name> is done acting.”

canMoveWhen asked if you **canMove**

- 1) Narrate "My current location is *<your current location>*."
- 2) Narrate "My current direction is *<your current direction>*."
- 3) Narrate "Therefore, my next location would be *<the result of moving forward>*."
- 4) Name this new Location **next**.
- 5) Ask your grid if **next is A Valid Location**
- 6) If the grid says, "No", then say, "I cannot move" (and skip the rest of these steps)
- 7) Ask your grid to **getTheNameOfTheActor** at location **next**
- 8) If the grid says, "Null", then Say, "I can move" (and skip the rest of these steps)
- 9) Ask that person, "Are you a Flower?"
- 10) If that person says, "Yes", then Say, "I can move" (and skip the last step)
- 11) Otherwise Say, "I cannot move"

[Return to Step 3 of **act** on page 1.]

moveWhen asked to **move**:

- 1) Narrate "My current Grid is *<your current grid>*."
- 2) If your grid is blank
 - a) Say "Done Relocating."
- Otherwise:
 - a) Narrate "I am remembering my current location, *<your current location>*."
 - b) Write the value of *<your current location>* on your private data sheet in the spot reserved for **<loc>**.
 - c) Determine the Location in front of you as described below:
 - i) Say "My current location is *<your current location>*"
 - ii) Say "My current direction is *<your current direction>*"
 - iii) Say "Therefore, my next location would be *<the result of moving forward>*"
 - iv) Name this new Location **next**.
 - d) **moveTo** the location **next** (In other words, jump to the **moveTo** script on page 4)
 - e) Pick a person not currently involved in the role play and Tell them to "Construct yourself as a Flower; your color is *<the color you are as a Bug>*."

- f) Tell that Flower to “**positionYourselfInGrid** using grid <*your grid*> and location <**loc**>”.
- g) Narrate “I am done moving.”

[Return to Step 4 of **act** on page 1.]

turn

When asked to **turn**:

- 1) Narrate "... therefore I will turn."
- 2) Narrate "My current direction is <*your current direction*>."
- 3) Narrate "The direction 45 degrees clockwise from that is <*the appropriate direction*>."
- 4) Set your direction to that direction, remembering to write it on your private data sheet.
- 5) Narrate, "I have set my direction to <*your current direction*>." (Note that this direction should have been updated in the previous step.)
- 6) Narrate, "I am done turning."

[Return to Step 4 of **act** on page 1.]

positionYourselfInGrid

When asked to **positionYourselfInGrid**, you will be given a grid and a location

- 1) Tell your grid to **insert** *<your name>* at the given location
- 2) Set your grid to the given grid
- 3) Set your location to the given location
- 4) Say "Done positioning myself within grid."

removeYourself

When asked to **removeYourself**

- 1) Narrate "I need to get out of the grid, but I can't do this alone."
- 2) Ask your grid to **removeTheItemAt** *<your location>*
- 3) Set your grid to null
- 4) Set your location to null
- 5) Say "Done removing myself from the grid."

moveTo

When asked to **moveTo**, you will be given a Location. (If not, complain.)

- 1) Tell your grid to **removeTheItemAt** *<your current location>*.
- 2) Tell your grid to **removeTheItemAt** *<the given location>*.
- 3) Set your location to the given Location, remembering to write it on your private data sheet.
- 4) Tell your grid to **insert** *<your name>* at *<your location>*
- 5) Narrate "I have completed my **moveTo** operation."

[Return to line 1d of the **move** script on page 2.]

Bug Data For _____ *(your name here)*

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are "Done."

Personal information

(Note that some default values have been given for you; use them as needed.)

your Grid: _____

your Location: (_____ , _____)

your Direction: _____ (default: NORTH)

your Color: _____ (default: Red)

Other potentially useful information (use as you see fit)

nextLocation: (_____ , _____)

currentLocation: (_____ , _____)

newLocation: (_____ , _____)

You are a Flower.

Constructing Yourself

When you are **constructed** you may be given:

- Your **Color**
- 1) Remember your color by recording it in the appropriate places on your **Data** sheet.
If you were not given a color, then keep the default from the **Data** sheet.
 - 2) Say “Done constructing Flower <your name>.”

Are you a _____?

When asked if you are a **Flower** or an **Actor**:

- 1) Say “true”.

When asked if you are anything else (i.e., anything other than a **Flower** or an **Actor**):

- 1) Say “false”.

act

When asked to **act**:

- 1) Narrate “Hmm... I must darken myself.”
- 2) Using the table below, Set your color to the next darkest color. If you are already at “Black” just stay there.
- 3) Narrate “My new color is <your color>.”
- 4) Say “<Your name> is done acting.”

Darkening table: Assumes you start at “red”

Red
Deep red
Slightly dark red
Pretty dark red
Dark red
Very dark red
Reddish black
Black with a hint of red
Essentially black
Black

positionYourselfInGrid

When asked to **positionYourselfInGrid**, you will be given a grid and a location

- 1) Tell your grid to **insert** *<your name>* at the given location
- 2) Set your grid to the given grid
- 3) Set your location to the given location
- 4) Say “Done positioning myself within grid.”

removeYourself

When asked to **removeYourself**

- 1) Narrate “I need to get out of the grid, but I can’t do this alone.”
- 2) Ask your grid to **removeTheItemAt** *<your location>*
- 3) Set your grid to null
- 4) Set your location to null
- 5) Say “Done removing myself from the grid.”

Flower Data For _____ (*your name here*)

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are "Done."

Personal information

(Note that some default values have been given for you; use them as needed.)

your Grid: _____

your Location: (_____ , _____)

your Direction: _____ (default: NORTH)

your Color: _____ (default: Pink)

You are a Rock.

Constructing Yourself

When you are **constructed** you may be given:

- Your **Color**
- 1) Remember your color by recording it in the appropriate places on your **Data** sheet.
If you were not given a color, then keep the default from the **Data** sheet.
 - 2) Say “Done constructing Rock <*your name*>.”
-

Are you a _____?

When asked if you are a **Rock** or an **Actor**:

- 1) Say “true”.

When asked if you are anything else (i.e., anything other than a **Rock** or an **Actor**):

- 1) Say “false”.
-

act

When asked to **act**

- 1) Say “<*Your name*> is done acting.”

positionYourselfInGrid

When asked to **positionYourselfInGrid**, you will be given a grid and a location

- 1) Tell your grid to **insert** *<your name>* at the given location
- 2) Set your grid to the given grid
- 3) Set your location to the given location
- 4) Say "Done positioning myself within grid."

removeYourself

When asked to **removeYourself**

- 1) Narrate "I need to get out of the grid, but I can't do this alone."
- 2) Ask your grid to **removeTheItemAt** *<your location>*
- 3) Set your grid to null
- 4) Set your location to null
- 5) Say "Done removing myself from the grid."

Rock Data For _____ *(your name here)*

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are "Done."

Personal information

(Note that some default values have been given for you; use them as needed.)

your Grid: _____

your Location: (_____ , _____)

your Direction: _____ (default: NORTH)

your Color: _____ (default: Black)

You are an ActorWorld.

Constructing Yourself

When you are constructed you may be given:

- Your **Grid**
- 1) If you are not given this information:
 - a) Construct a Grid by picking an unused person in the room and saying, <person name>, “Construct yourself as a Grid”
 - 2) Remember the name of your Grid by recording it in the appropriate place on your **Private Data** sheet.
 - 3) Say “Done constructing ActorWorld <your name>.”
-

insert

When asked to **insert**, you will be given an Actor and a Location

- 1) Tell <the actor you are given> to” **positionYourselfInGrid** using grid <your grid> and location <the location you were given>.”
 - 2) Say “<name of the actor> has been inserted from perspective of the ActorWorld.”
-

step

When asked to **step**

- 1) Ask your Grid for a List of **occupiedLocations**.
- 2) Take an empty ActorList sheet.
- 3) For each Location in the List:
 - a) Ask the Grid **whatIsTheNameOfTheItemAt** at that Location.
 - b) Add that name to your **listOfNames**
- 4) For each name in your **ListOfNames**
 - a) Ask that person for the **nameOfTheirGrid**
 - b) If they do not say, “null”
 - i) Ask that person to **act**
- 5) Say “Done stepping.”

ActorWorld Data For _____ (*your name here*)

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are “Done.”

Personal information

your Grid: _____

You are the RolePlayBugRunner

Run

When you the role play is set to begin

- 1) Construct an ActorWorld by picking a person not currently involved in the role play, and saying, “<person name>, construct yourself as an ActorWorld”
- 2) Construct a Bug by picking by picking a person not currently involved in the role play, and saying, “<person name>, construct yourself as an Bug; your color is Red”
- 3) Ask your Bug to **set** its direction to East.
- 4) Ask your ActorWorld to **insert** <your Bug’s name> at location (3,3)
- 5) Construct a Rock by picking by picking a person not currently involved in the role play, and saying, “<person name>, construct yourself as an Rock”
- 6) Ask your ActorWorld to **insert** <your Rock’s name> at location (5,3)
- 7) Have a **commercialInterruption**
- 8) Ask your ActorWorld to **step**.
- 9) Have a **commercialInterruption**
- 10) Ask your ActorWorld to **step**.
- 11) Have a **commercialInterruption**
- 12) Ask your ActorWorld to **step**.

commercialInterruption

To process a **commercialInterruption**

- 1) Narrate “We now interrupt this role play for a commercial interruption. The sponsors hope that you will pay attention to the display during this break.”
- 2) For each Actor (e.g. Bug, Flower, Rock, Critter – NOT ActorWorld or Grid) who is currently involved in the role play, do the following:
 - a) Ask the actor if their Grid is null
 - i) If the actor says, “yes”, then skip to the next actor.
 - b) Ask the actor what kind of object he/she is.
 - c) Ask the actor for his/her location.
 - d) Ask the actor for whatever additional information (e.g. color, direction) you need in order to display that actor using the technology provided.
 - e) Update whatever display your instructor has provided (e.g. blackboard, whiteboard, poster, etc.) to reflect this actor’s status in the world.
- 3) Narrate “No more actors. We now resume our regularly scheduled program.” (Feel free to emphasize the last word)

You are a Grid.

Constructing Yourself

- 1) Verify that the table you have (on paper) is currently empty.
 - 2) Say "Done constructing Grid <your name>."
-

isAValidLocation

When asked **isAValidLocation**, you will be given a Location

- 1) If the value of row in that location is between 0 and 9 inclusive AND the value of the column in that location is also between 0 and 9 inclusive.
 - a) Say "Yes"Otherwise
 - a) Say "No"
-

getOccupiedLocations

When asked to **getOccupiedLocations**

- 1) Take a blank Location List sheet.
 - 2) On that sheet, write down all of the locations (coordinate pairs, not names) that are not null according to your current, private table.
 - 3) Give that sheet to the person who made the request, *while Saying*, "Here is the list of occupied locations."
-

whatIsTheNameOfTheItemAt

When asked to **whatIsTheNameOfTheItemAt**, you will be given a Location

- 1) If there is nothing in that cell in your current, private table
 - a) Say "null"Otherwise:
 - a) Say "<The name of the Object at that Location in your private table>."

insert

When asked to **insert**, you will be given an Actor and a Location

- 1) Write the name of the Actor you were given into the specified location in your current, private table. Erase any name that was there before this operation.
- 2) Say, “<name of actor> has been placed in location <given location>.”

removeTheItemAt

When asked to **removeTheItemAt**, you will be given a Location

- 1) Erase the name of the Actor you were given into the specified location in your current, private table, remembering the name erased for just a moment.
- 2) Say, “<name of actor erased> has been removed from location <given location>.”

getNeighbors

When asked to **getNeighbors**, you will be given a Location

- 1) Narrate, “I will begin by getting a list of *occupied* adjacent locations.”
- 2) Do **getOccupiedAdjacentLocations** (above).
- 3) Take a blank Actors List sheet.
- 4) Narrate, “I will now get the name of the actor associated with each location.”
- 5) On your new Actors List sheet, write down the *name* of each actor that is associated with a location on the sheet from Step 2 as indicated by your private table.
- 6) Crumple up the sheet from Step 2.
- 7) Narrate, “I have now constructed the list of neighbors.” and Hold the sheet from Step 5 up for the audience to see.
- 8) If the request for this list came from someone else, give that person the list.

getOccupiedAdjacentLocations

When asked to **getOccupiedAdjacentLocations**, you will be given a Location

- 1) Take a blank Location List sheet.
- 2) On that sheet, write down all of the locations (coordinate pairs, not names) that are adjacent to the given location and are not null according to your current, private table.
- 3) Say, “Here is the list of occupied adjacent locations.”
- 4) If the request for this list came from someone else, give that person the list.

getEmptyAdjacentLocations

When asked to **getEmptyAdjacentLocations**, you will be given a Location

- 1) Take a blank Location List sheet.
- 2) On that sheet, write down all of the locations (coordinate pairs, not names) that are adjacent to the given location and are null according to your current, private table.
- 3) Say, “Here is the list of empty adjacent locations.”
- 4) If the request for this list came from someone else, give that person the list.

Grid Data For _____ *(your name here)*

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are "Done."

Personal information (aka "who is where")
(empty cells are "Null")

	0	1	2	3	4	5	6	7	8	9
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										

Locations List

(,)
(,)
(,)
(,)
(,)
(,)
(,)
(,)
(,)
(,)
(,)
(,)

Actors List

You are a Critter.

Constructing Yourself

When you are **constructed** you may be given:

- Your **Color**
- 1) Remember your color by recording it in the appropriate places on your **Data** sheet.
If you were not given a color, then keep the default from the **Data** sheet.
 - 2) Say “Done constructing Critter <your name>.”
-

Are you a _____?

When asked if you are a **Critter** or an **Actor**:

- 1) Say “true”.

When asked if you are anything else (i.e., anything other than a **Critter** or an **Actor**):

- 1) Say “false”.
-

act

When asked to **act**:

- 1) Narrate “Ahh, to act... First I will begin by getting a list of the objects with whom I might interact.”
- 2) Ask yourself to **getActors**. (In other words, jump to that script.)
- 3) Narrate “Now to continue action. Since I have the list of actors, I must now process it.”
- 4) Ask yourself to **processActors**. (In other words, jump to that script.)
- 5) Narrate “Now that I am done processing everyone, I can think about moving. I will start by getting list of possible locations.
- 6) Ask yourself to **getMoveLocations**. (In other words, jump to that script.)
- 7) Narrate “Ah, the list of locations...now to choose one...”
- 8) Ask yourself to **selectAMoveLocation**. (In other words, jump to that script.)
- 9) Narrate “I have chosen <the chosen location> and will now make my move”
- 10) Ask yourself to **makeMove** to <the chosen location>. (In other words, jump to that script.)
- 11) Narrate “At long, last, I am done acting.”

getActors

When asked to **getActors**

- 1) Narrate “Hmmm... With whom do I act? With my neighbors, of course. I’d better ask the grid who they are.”
- 2) Ask *<your grid>* to **getNeighbors** of *<your location>*
- 3) Wave the list given to you by the grid and narrate “Behold my list of actors!”

[Return to Step 3 of **act**.]

processActors

When asked to **processActors**, you should already have a list of actors...

- 1) Narrate “Time to eat... Who is near by that is edible?”
- 2) For each actor in your list
 - a) Ask *<that actor>* if it is a Rock.
 - i) If it says, “Yes”, dramatically cross it off the list and move to the next actor in the list.
 - b) Ask *<that actor>* if it is a Critter.
 - i) If it says, “Yes”, dramatically cross it off the list and move to the next actor in the list.
 - c) Ask *<that actor>* to remove Yourself.
 - d) Say, “Yummm! Tasty item.”
 - e) Dramatically cross *<that actor’s name>* off the list and move to the next actor in the list.
- 3) Narrate “That’s the whole list!”

[Return to Step 5 of **act**.]

getMoveLocations

When asked to **getMoveLocations**

- 1) Narrate “Hmmm... Where can I move? To any adjacent empty space. I’d better ask the grid which ones those are.”
- 2) Ask *<your grid>* to **getEmptyAdjacentLocations** of *<your location>*
- 3) Wave the list given to you by the grid and narrate “Behold my list of possible destinations!”

[Return to Step 7 of **act**.]

selectMoveLocation

When asked to **selectMoveLocation**, you should already have a list of locations...

- 1) Narrate “Time to move...There are *<number of items in your list>* possibilities.”
- 2) Ask *<The Random Number Generator>* for a number up to *<number of items in your list>*
- 3) Narrate “Let’s see. The *<number you were given>*th item in my list is *<that location>*. I’ll move there!”

[Return to Step 9 of **act**.]

makeMove

When asked to **makeMove**, you will be given a location...

- 1) Narrate “Time to move...my choice is to move to *<that location>*.”
- 2) Narrate “Actually, I do this the same way any actor does...”
- 3) Ask yourself to **moveTo** *<that location>*.

[Return to Step 11 of **act**.]

positionYourselfInGrid

When asked to **positionYourselfInGrid**, you will be given a grid and a location

- 1) Tell your grid to **insert** *<your name>* at the given location
- 2) Set your grid to the given grid
- 3) Set your location to the given location
- 4) Say "Done positioning myself within grid."

removeYourself

When asked to **removeYourself**

- 1) Narrate "I need to get out of the grid, but I can't do this alone."
- 2) Ask your grid to **removeTheItemAt** *<your location>*
- 3) Set your grid to null
- 4) Set your location to null
- 5) Say "Done removing myself from the grid."

moveTo

When asked to **moveTo**, you will be given a Location. (If not, complain.)

- 1) Tell your grid to **removeTheItemAt** *<your current location>*.
- 2) Tell your grid to **removeTheItemAt** *<the given location>*.
- 3) Set your location to the given Location, remembering to write it on your private data sheet.
- 4) Tell your grid to **insert** *<your name>* at *<your location>*
- 5) Narrate "I have completed my **moveTo** operation."

Critter Data For _____ *(your name here)*

1. Whenever anyone asks you for a piece of data on this sheet, tell it to them.
2. Whenever anyone asks you to set (or remember) a value for one of these items, record it on the sheet, and then acknowledge that you are "Done."

Personal information

(Note that some default values have been given for you; use them as needed.)

your Grid: _____

your Location: (_____ , _____)

your Direction: _____ (default: NORTH)

your Color: _____ (default: Blue)

You are the RolePlayCritterRunner

Run

When you the role play is set to begin

- 1) Construct an ActorWorld by picking an unused person in the room and saying, <person name>, “Construct yourself as an ActorWorld”
- 2) Construct a Rock by picking an unused person in the room and saying, <person name>, “Construct yourself as an Rock”
- 3) Ask your ActorWorld to **insert** <your Rock’s name> at location (5,3)
- 4) Construct a Rock by picking an unused person in the room and saying, <person name>, “Construct yourself as a Rock”
- 5) Ask your ActorWorld to **insert** <your more recent Rock’s name> at location (2,2)
- 6) Construct a Flower by picking an unused person in the room and saying, <person name>, “Construct yourself as a Flower; your color is Blue”
- 7) Ask your ActorWorld to **insert** <your Flower’s name> at location (4,2)
- 8) Construct a Flower by picking an unused person in the room and saying, <person name>, “Construct yourself as a Flower; your color is Red”
- 9) Ask your ActorWorld to **insert** <your second Flower’s name> at location (4,5)
- 10) Construct a Flower by picking an unused person in the room and saying, <person name>, “Construct yourself as a Flower; your color is Pink”
- 11) Ask your ActorWorld to **insert** <your third Flower’s name> at location (0,6)
- 12) Construct a Critter by picking an unused person in the room and saying, <person name>, “Construct yourself as a Critter”
- 13) Ask your ActorWorld to **insert** <your Critter’s name> at location (3,4)
- 14) Have a **commercialInterruption**
- 15) Ask your ActorWorld to **step**.
- 16) Have a **commercialInterruption**
- 17) Ask your ActorWorld to **step**.
- 18) Have a **commercialInterruption**
- 19) Ask your ActorWorld to **step**.

commercialInterruption

To process a **commercialInterruption**

- 1) Narrate “We now interrupt this role play for a commercial interruption. The sponsors hope that you will pay attention to the display during this break.”
- 2) For each Actor (e.g. Bug, Flower, Rock, Critter – NOT ActorWorld or Grid) who is currently involved in the role play, do the following:
 - a) Ask the actor if their Grid is null
 - i) If the actor says, “yes”, then skip to the next actor.
 - b) Ask the actor what kind of object he/she is.
 - c) Ask the actor for his/her location.
 - d) Ask the actor for whatever additional information (e.g. color, location) you need in order to display that actor using the technology provided.
 - e) Update whatever display your instructor has provided (e.g. blackboard, whiteboard, poster, etc.) to reflect this actor’s status in the world.
- 3) Narrate “No more actors. We now resume our regularly scheduled program.”
(Feel free to emphasize the last word...)

You are a Bug.

Constructing Yourself

When you are **constructed** you may be given:

- Your **Color**

- 1) Remember your color by recording it in the appropriate places on your **Data** sheet.
If you were not given a color, then keep the default from the **Data** sheet.
 - 2) Say “Done constructing Bug <*your name*>.”
-

Are you a _____?

When asked if you are a **Bug** or an **Actor**:

- 1) Say “true”.

When asked if you are anything else (i.e., anything other than a **Bug** or an **Actor**):

- 1) Say “false”.

act

When asked to **act**:

- 1) Narrate “Hmm... I must determine if I can move.”
- 2) Narrate “My current location is *<your current location>*”
- 3) Narrate “My current direction is *<your current direction>*”
- 4) Narrate “Therefore, my next location would be *<the result of moving forward>*”
- 5) Name this new Location **next**.
- 6) Ask your grid if **next is A Valid Location**
- 7) If the grid says, “No”, then skip ahead to Step 12
- 8) Ask your grid to **getTheNameOfTheActor** at location **next**
- 9) If the grid says, “Null”, then skip ahead to Step 17
- 10) Ask that person, “Are you a Flower?”
- 11) If that person says, “Yes”, then skip ahead to Step 17
- 12) Narrate “I seem to be unable to move; therefore I will turn.”
- 13) Narrate “My current direction is *<your current direction>*.”
- 14) Narrate “The direction 45 degrees clockwise from that is *<the appropriate direction>*.”
- 15) Set your direction to that direction, remembering to write it on your private data sheet.
- 16) Narrate, “I am done turning, and thus done acting.” [You are done; skip ahead to Step 21.]
- 17) Make a copy of your current Location and name it **loc**.
- 18) **moveTo** the location **next** (In other words, jump to the script on page 3)
- 19) Pick a person not currently involved in the role play and Tell them to “Construct yourself as a Flower; your color is *<the color you are as a Bug>*.”
- 20) Tell that Flower to “**positionYourselfInGrid** using grid *<your grid>* and location *<loc>*”.
- 21) Say “*<Your name>* is done acting.”

positionYourselfInGrid

When asked to **positionYourselfInGrid**, you will be given a grid and a location

- 1) Tell your grid to **insert** *<your name>* at the given location
- 2) Set your grid to the given grid
- 3) Set your location to the given location
- 4) Say “Done positioning myself within grid.”

removeYourself

When asked to **removeYourself**

- 1) Narrate “I need to get out of the grid, but I can’t do this alone.”
- 2) Ask your grid to **removeTheItemAt** *<your location>*
- 3) Set your grid to null
- 4) Set your location to null
- 5) Say “Done removing myself from the grid.”

moveTo

When asked to **moveTo**, you will be given a Location. (If not, complain.)

- 1) Tell your grid to **removeTheItemAt** *<your current location>*.
- 2) Tell your grid to **removeTheItemAt** *<the given location>*.
- 3) Set your location to the given Location, remembering to write it on your private data sheet.
- 4) Tell your grid to **insert** *<your name>* at *<your location>*
- 5) Narrate “I have completed my **moveTo** operation.”