# Lesson Plan

Teacher: Jill Elberson  
Date: 08/26/08  
Course: Alice  
Grade Level: 7/8

## Instructional Presentation

<table>
<thead>
<tr>
<th>Time</th>
<th>Explanation of Activity</th>
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| **Focus & Review** 7 | Sign In to Computers  
Recheck passwords. Review classroom rules. |
| **Lesson Objective** | To introduce the concept of programming and show student’s what they will be using to create Alice worlds (which is programming). |
| **Teacher Input** 10 | Brief lecture and ppt. presentation on how to open and use the basic Alice. Assume students are familiar with a computer. |
| **Guided Practice** 10 | Everyone opens Alice and adds objects to the world. Show them the move objects freely options, the single vs. quad view options and camera views. Close Alice. |
| **Independent Practice** 10 | Have students open Alice and insert objects into their worlds. Practice moving them around, up and down, left and right, camera views, etc… to get an idea about the motions and how they affect the worlds they will be building. |
| **Closure** 3 | Call on various students to summarize basic concepts learned. Teacher clears up any confusion. Pass out storyboard sheets and explain homework. |

### Adaptations and Modifications

Follow any IEP’s for students in this class. EC and BED students have a modified lesson plan. Includes same information, only worded at a lower grade level.

### Infuse Technology

Students demonstrate their knowledge of producing

### Infuse Cultural Diversity

Request that ESL students sit near the front of the classroom and towards the center for better viewing of the Smart Board and White Board. Use activities that are culturally relevant.

### Infuse Working w/ Families

Have students create a rough draft storyboard about their ideas. Have parents help the student to put a value on the item.

### Reflections:

Submit all materials used for the lesson (i.e. slide shows as handouts, worksheets, other activities).