I. Title
Adventures in Alice – Introduction/End-of-Term Project

II. Time
20 Periods, 45 minutes

III. Goal
To provide a guideline for a term project using the program “Adventures In Alice” and a basic introduction into programming language and virtual world interactions.

IV. NC Standards
Grade 8 SCOS Competency Goal 1
Grade 8 SCOS Competency Goal 2
Grade 8 SCOS Competency Goal 3

V. Overview
At the end of the project, the students will be knowledgeable about the uses of the program “Adventures in Alice” and have familiarized themselves with the basics of program interactions and uses.

Students will accomplish this by producing an interactive video product that can be used as examples for future classes.

Through the development of said skills, the students will have applied and demonstrated the knowledge of the above in the production of a project with which others may easily interact with and will give a brief and succinct presentation of facts about said project.

VI. Resources Needed
Computers Adventures in Alice program
Projector Internet
Handouts Pencils/Drawing Tools
VII. Lessons

A. Lesson 1 – Project Introduction
   1. Introduction to Project
   2. Project Grading
   3. Terminology
   4. Documentation
   5. Project Timeline

B. Lesson 2 – Introduction to “Adventures in Alice” Program: Part 1
   1. Program interaction
   2. Worlds
      a. Choosing Worlds
      b. Modifying Worlds
   3. Characters
      a. Inserting Characters
      b. Creating Characters
   4. Camera
      a. Camera Basics
      b. Dummy Cameras

C. Lesson 3 - Introduction to “Adventures in Alice” Program: Part 2
   1. Character Animations
      a. Creating Methods
      b. Applying & Testing Methods
      c. World Methods
      d. Character Methods
   2. Setting object vehicles

D. Lesson 4 - Introduction to “Adventures in Alice” Program” Part 3
   1. Advanced Camera Controls
   2. World-Level Properties
   3. Character-Level Properties
   4. Storyboarding
## VIII. Daily Plan

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<thead>
<tr>
<th>Day</th>
<th>Teacher Activity</th>
<th>Student Activity</th>
<th>Resources</th>
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<tbody>
<tr>
<td>1</td>
<td>Lesson 1/Lesson 2 Hand out IOWA 1</td>
<td>Discuss lesson</td>
<td>Handouts, Pencil, Computers</td>
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<tr>
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<td>5</td>
<td>Lesson 4 Collect IOWA 1</td>
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<td>6</td>
<td>Workday, Hand out IOWA 2 Individual Instruction</td>
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<td>7</td>
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<td>8</td>
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<td>10</td>
<td>Workday, Individual Instruction Collect IOWA 2</td>
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<td>11</td>
<td>Hand out IOWA 3 Midpoint Critique</td>
<td>Discuss project status</td>
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<td>Workday, Individual Instruction Collect IOWA 3</td>
<td>Discuss Lesson Workday</td>
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<td>Workday, Hand out IOWA 4 Individual Instruction</td>
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<td>Handouts, Pencil, Computers</td>
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<td>18</td>
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<td>Workday</td>
<td>Handouts, Pencil, Computers</td>
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<tr>
<td>20</td>
<td>Collect IOWA 4 Presentation Day</td>
<td>Presentation of Projects</td>
<td>Presentation Materials</td>
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IX. Enrichment Possibilities

Extra Tutorials – Student may undertake extra tutorials to gain a more in-depth knowledge of the program and its uses.

X. Evaluation

Evaluation based on a scale of 100 points. This project will be worth approximately 25% of the quarter grade

*See attached Rubric*

*Note

Inquiry of the Week Assignments (IOWA’s) are a multi-purpose assignments which adds in an extra writing and independent critical thinking portion while providing a broader view of a topic that cannot always be touched upon in class. Topics are usually related to current classroom topic, but dealing with extraneous information. Good websites to use are HowStuffWorks.com and Wikipedia.com (depending on reliability of topic information). Grading is usually based on either a 5 point or 10 point scale, depending on how thorough you wish your students to be.

XI. Appendices

Lesson Plans
Lesson Handouts
Lesson PowerPoint
Grading Rubric