LESSON: Introduction to Project

CLASS: Computer Skills

TIME: 1 Class, 45 minutes

STANDARDS: None

OBJECTIVES:
Upon completion of the lesson, the students will be able to:

• Identify the project due date
• Understand the grading rubric for the project
• Define the terms related to the use of the program
• Understand some possible applications of the program
• Apply new knowledge towards developing project

PROCEDURES:

Introduction
• Introduce the project
• Describe project requirements

Body
• Discuss project grading requirements
• Demonstrate previous Alice projects
• Guide students through tutorials and begin day project

Conclusion
• Restate grading policy
• Review project requirements
• Clarify any questions
MATERIALS/RESOURCES:
- Computers
- “Adventures in Alice” Program
- Blank Paper
- Handouts
- Pencil

ASSESSMENT:
- Pre-quiz (Not counted in grade)

QUESTIONS:
- Can a character be placed under the ground?
- Which menu do you go in to move a character?
- How do you add characters to your world?
- What is a method?
- What is a world?