Introduction to “Adventures in Alice” Program Lesson

LESSON: Program introduction

CLASS: Computer Skills

TIME: 2 Classes, 45 minutes

STANDARDS: Grade 8 SCOS 1.05 Grade 8 SCOS 3.04
Grade 8 SCOS 1.07 Grade 8 SCOS 3.08
Grade 8 SCOS 1.16 Grade 8 SCOS 3.10

OBJECTIVES:
Upon completion of the lesson, the students will be able to:
- Use some of the basic feature of the program
- Manipulate a World in the program
- Define the terms related to the use of the program
- Understand some of the uses of the program
- Apply new knowledge towards developing project

PROCEDURES:
Introduction
- Explain the features of the program we will be learning
- Describe the project for the day
- Instructions for the day

Body
- Demonstrate program features
  - Worlds
    - Choosing Worlds
    - Modifying Worlds
  - Characters
    - Inserting Characters
    - Creating Characters
Camera
  - Camera Basics
  - How to set Dummy Cameras

Conclusion
  - Restate project requirements
  - Review material covered for the day
  - Clarify any questions

MATERIALS/RESOURCES:
  - Computers
  - “Adventures in Alice” Program
  - Blank Paper
  - Handouts
  - Pencil

ASSESSMENT:
  - Visual appraisal by teacher noting student progress

QUESTIONS:
  - How many ways can one part move?
  - How can you see how many parts a character has?
  - What is a world?
  - What is a character?
  - What is an object?
  - Is there a difference between a character and an object?
  - What is a dummy camera?