LESSON: Program Instruction
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 basic features 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
  - Character Animations
    - Creating Methods
    - Applying & Testing Methods
    - World Methods
    - Character Methods
  - Setting object vehicles
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:

- What is a method?
- What is the difference between a world method and a character method?
- What can a method let you do?
- How do you test a method without running the whole world?
- How do you set an object’s vehicle?
- What does setting the object vehicle do?