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
  - Advanced Camera Controls
  - World-Level Properties
  - Character-Level Properties
- Storyboarding
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
- Short 5-10 min quiz on program features

QUESTIONS:

- What can the camera do?
- Can you change the amount of light in the world?
- What are properties?
- What is the difference between a world property and a character property?
- If you want to make a bunny blue, is that a world property or a character property?
- What is a storyboard?
- What does a storyboard help you do?
- Does a storyboard have to be a work of art?
- What does a storyboard NEED to do?