Lesson Title: Introduction to Alice - Day 1

Teacher: Jones

Grade Level and Class Period (~1hr): 6, after school club

Date: Week 1 Day 1

Essential Question: What do you do if you make a mistake while setting up your Alice world?

Activity Summary:
In this lesson, students will create an Alice world containing 3 objects and position them to set the initial scene.

Curriculum:
NCSCOS Objective: Alice meets Computer/Technology Skills requirements for multimedia use and could be used to meet Grade 6 3.11, 3.12, Grade 7 3.08, 3.09, 3.10, Grade 8 3.07, 3.08, 3.09

Technology:
The following Technology resources will be used: LCD Projector, PCs, Alice programming software, flash drives if available.

Activating Strategies/Focus and Review:
Introduce Alice as a computer program that lets you create 3D worlds that could be used to tell a story, present information or play a game. Demo Frogger game.

Technology Vocabulary:

Cognitive Teaching Strategies (Teacher Input):
Step through the Alice Start Part One handout, demonstrating each part one at a time and monitoring students for completion.

Student Practice (class):
Follow and complete each step including: choosing a ground template; choosing and adding objects; adding a dummy camera; saving the Alice world; moving objects; using the Undo button; creating human characters with the people builder object; using single and quad view.

Summary Strategies:
Build your own Alice world containing at least the following objects: 2 animals, 2 people using the builder objects, 1 vehicle and 1 building. Turn the 2 animals to face each other. Stand 1 person on top of the building. Put the other person lying down in front of the vehicle. Use quad view to make sure you have positioned the objects correctly.

Student Practice (homework):

Assessment of Student Progress:
Summary activity world.

Form(s) of Assessment (list):
Observation

Learning Styles Addressed (list):
audio, visual, kinesthetic

Re-teaching and Enrichment Activities:
Building Block games.

Resources:
Alice Start Part One handout. Building Block game (Alice world).
Teacher Reflection:
Reminders: