**Subject**: Art1  
**NCSCOS Obj.#**: Visual Art

**COMPETENCY GOAL 2**: The learner will develop skills necessary for understanding and applying media, techniques, and processes. (National Standard I)

**Objectives**
- 2.01 Discriminate in deciding the effectiveness of various media techniques to reach an artistic solution.
- 2.02 Apply materials such that their unique properties and potential impact the artistic solution.
- 2.03 Apply a variety of techniques and processes when working with each material.

**Computers/Technology**

**Competency Goal 3**: The learner will use a variety of technologies to access, analyze, interpret, synthesize, apply, and communicate information.

- 3.01 Select and use a variety of technology tools to collect, analyze, and present information. (1)

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**Pace**: 3 to 4 days

**Material/Technology Needed**
- Storyboard Template, http://www.cs.duke.edu/csed/alice/aliceInSchools/workshop08/real schedule.php,
- ALICE Programming Software for Mac or PC
- Computers for each child, projector, handouts

**Link to Prior Learning**
Prior to beginning studies in Alice, the students will have spent 4 weeks creating a Stop Motion Animated Film with Claymation, Papermation or Lego-mation. The students will have had experience with buildings sets, props and characters, filming using the digital camcorder, manipulating on the computer to create a finished short animated film.

Student will continue their studies in Animation, continuing from Stop Motion Animation into Computer Animation with ALICE

**Students Will:**

**Purpose/Objective of the Lesson**
- To become familiar with the beginning basics of using the Alice software
- To make connections between Stop Motion Animation and Computer Animation styles

**Lesson Input/Modeling**
Students will view examples of computer generated films and games, such as Pixar short films and/or computer video games. Students will discuss how these examples are different or similar to the short animated films they have just created. Students will view some Alice films and analyze what the creator may have had to think about when creating the Alice "films". (Ideally, the students will apply their knowledge of Stop Motion Animation to the Alice "films")

**VOCABULARY:**
- Computer Animation
- Stop Motion Animation
- Dummy Camera
- Method
- World
- Class

**Key Questions:**
1. How is 3D animation different from 2D animation?
2. How is Computer 3D Animation similar to Stop Motion Animation?
3. How is Computer 3D Animation different from Stop Motion Animation?
4. What are the benefits of using either animation style? What are the disadvantages of either?
**Class Activity**

Guided Practice:
Teacher will lead students through the logistics of basic ALICE, that is, the teacher will show the students how to open the program, how to save, how to start with a template, where to find objects and how to add them.

Independent Practice
Students will use "Alice Start, Part I & Part II tutorials"
(http://www.cs.duke.edu/csed/alice/aliceInSchools/workshop08/realschedule.php)
to become familiar with using Alice

**Summary/Closure**
This lesson has introduced you Alice and Computer Animation. You have (hopefully) learned to:
- Set up your world
- Execute simple commands using Alice
- Make connections between Stop Motion Animation and Computer Animation.
Next, you will be creating your own Alice World.

**Reflection:**

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