Alice lesson plan - Motion

LESSON: Fl uidity in Motion using Alice
CLASS: Introduction to Programming
TIME: Two class periods, 55 minutes each

OBJECTIVES:
Upon completion of the lesson, the students will be able to:
• Use Alice programming to enable characters to move in a fluid motion both with methods and poses
• Understand class-level methods, inheritance and how to import saved objects into their gallery
• Apply knowledge by using finished characters to create a short scene

PROCEDURES:
Introduction (3-5 minutes)
• Students will already have had some experience moving characters in Alice
• Explain objectives and timeframe for accomplishing them
• Instruct students to open Alice and add an object (either person or animal) to their world

Body (10 minutes for instruction; 30 minutes for student work)
• Review six points of movement and discuss moving around the “center” of the object (using PowerPoint)
• Demonstrate movement with character on screen
• Students will then have 30 minutes to work on moving their own characters

Conclusion (10 minutes)
• Allow time for students who are willing to show their characters
• Review any problems that came up
• Clarify goals for the next day – using characters in a scene

MATERIALS/RESOURCES:
• PowerPoint tutorial on movement
ASSESSMENT:
- After second class period, students will be graded according to the following rubric:

<table>
<thead>
<tr>
<th>Objective</th>
<th>0 points - Failed to meet objective</th>
<th>1-2 points - Met part(s) of objective</th>
<th>3-4 points - Met objective</th>
<th>5 points - Exceeded objective</th>
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</thead>
<tbody>
<tr>
<td>Creativity of Motion</td>
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<td>Fluidity of Motion</td>
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<td>Using Characters in Scene (including storyboarding)</td>
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<td>Mechanics of Alice (methods, saving objects, importing into gallery)</td>
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Total: 20 points