Objective: Students will read the story The Adventure of the Negative Clue and design an Alice World that follows that steps of a story setting.

NCCoS:

Materials:
1. Copies of the story “The Adventure of the Negative Clue”.
2. Copies of a story mapping outline.
   Http://www.eduplace.com/graphico
3. pencil
4. Computer/s
5. Story board sheets
6. Alice Program

Time line: The lesson is adjusted according to the needs of the class.

Procedures I:
1. Teacher distributes copies of the story, story map and pencils.
2. Teacher introduces the story.
3. The story can be read oral by selected readers, or silent individually.
4. The answer to the the negative clue can be done individually, or in groups.
5. Students will share their answers orally.

Procedures II:
1. Review the solution to the story.
2. Pass out story boarding sheets.
3. Students will go into the Alice program to design scenes for the story “The Adventure of the Negative Clue.”
4. Remind students to use the school setting but they may use animals as well human characters.
5. Rubrics are posted for students to do self-assessment as needed, or be for the final assessment is done.
6. Teacher guides the students as needed.

Assessment:
1. Rubric is used to assess Alice worlds. This rubric can be adapted very well.
   http://www.ncsu.edu/midlink.rup.pres.html

Note:
A story is an excellent foundations for creating Alice Worlds. Often students do not know where or how to begin when the imagination and creativity is involved.