## Lesson Plan
### A. Thomas

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<th>Date:</th>
<th>Subject: Computer Applications I</th>
<th>Homework/Reminders:</th>
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### Objective #:
- 1.02 Computer Programming; Learning Alice Programming

### Material/Technology needed:
- PPT- Students read the PowerPoint and take notes
- Guided Notes
- Chapter 2-textbook
- Email address

### Link to Prior Learning:
- Some Alice programming experience. Definitions and Language for Alice a must.

### Purpose/Objective of the Lesson:
Students will work with Scenarios and Storyboards, program an Alice world, create methods and movement instructions, and design an Alice world from scratch from a short story.

### Lesson Input/Modeling:
1. Show PPT and allow students to fill in guided notes during discussion.
2. Create a Alice world together first reading a story then allowing students to storyboard the steps necessary to create the world.
3. Students would then create their world from their storyboard.

### Class Activities
#### Guided Practice:
1. Together we would storyboard together
2. We would create the world together with students learning: Animating Characters, Using the drag and drop coding, Using methods, Setting Vehicles, Entering text string, and Change Camera views.

#### Independent Practice:
1. Students would create their world from the storyboard they created earlier. Students are responsible for submitting their hard copy of the world, printing their codes and emailing world to me.

### Reflection: