Create a Method (action) & Create an Event (makes method happen when a mouse is clicked or when a key is pressed.)

1. Click on the green “Add Objects” button and choose an object (character/animal).

2. Click on the green and blue “Done” button to the right of the screen.
Create a Method (action) & Create an Event (makes method happen when a mouse is clicked or when a key is pressed.)

3. We are going to create a “jump” method.

This is code that will cause our object to jump when we click on a key.

Click on your object in the world box to the left.

Then click on “create new method.”

4. Name it “simple jump”. Click “OK”.

[Image of Alice software interface showing method creation]
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5. Drag the orange “move” tile to the yellow box. Choose “up” and “1/2 meter.”

6. Drag the orange “move” tile to the yellow box. Choose “down” and “1/2 meter.”
Create a Method (action) & Create an Event (makes method happen when a mouse is clicked or when a key is pressed.)

7. It should look like the below image when finished.

8. Then Click on the “create new event” button.

9. Click on “When the key is typed”
Create a Method (action) & Create an Event (makes method happen when a mouse is clicked or when a key is pressed.)

10. For the red “any key” area choose which key you want to use. Let’s use “J” for “jump”.

11. For the red “Nothing” area choose your object’s name and then the “simple jump” method.

12. Click on “Play” then hit the “J” key and your object will jump.
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More Detailed Jump Method

13. Experiment to make your own “jump” method
Create a Method (action) & Create an Event (makes method happen when a mouse is clicked or when a key is pressed.)