West Alexander Middle School Lesson Plan
Lesson Title Introduction to Alice
Teacher - Vincent
Grade Level - 7

Essential Question: What do you do if you make a mistake while setting up your Alice world?

Activity Summary
In this lesson, students will: create an Alice world containing 8 objects and position them to set their initial scene.

NCSCOS Objective: Alice meets Computer/Technology
Skills requirements for multimedia use Grade 7 3.08, 3.09, 3.10,

Technology resources: LCD Projector, PCs, Alice programming software, flash drives if available.

Activating Strategies/Focus and Review: Introduce Alice as a computer program that lets you create 3D worlds that could be used to tell a story, present information or play a game. Demo Frogger game.

Cognitive Teaching Strategies (Teacher Input): Use the Alice Start Part One handout, demonstrating each part one at a time and monitoring students for completion.

Student Practice (class): Follow and complete each step including: choosing a ground template; choosing and adding objects; adding a dummy camera; saving the Alice world; moving objects; using the Undo button; using single and quad view.

Summary Strategies: Build your own Alice world containing the following objects: 2 buildings, 2 vehicles and 2 airplanes, 1 road and 1 tree. Place the 2 buildings side by side. Place 2 fire trucks on the road. Place airplanes next to buildings in the air. Place tree by building of your choice. Use quad view to make sure you have positioned the objects correctly.

Assessment of Student Progress: Summary activity world.

Form(s) of Assessment (list): Observation

Resources: Alice Start Part One handout.