“The Leader in Me”
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Objective:
This lesson is intended for every middle school student during one English class. This will give every student in the school an opportunity to learn the basics of Alice. This will be their summer reading project for Steven Covey’s Book “7 Habits of a Highly Effective Teen.

Setting Up the World

- Open a grass world
- Save world as “theLeaderInMeYourDay” into your AliceWorlds folder
- Click the add objects button
- Click More Options
- Click Drop Dummy At Camera
- Rename Dummy Objects to “tripodView”
- Rename Dummy “Original View”
- Click on the “Animals Folder”
- Add the “Class Chicken” to your world
- Add “Class Bunny” to world
- Using the white arrow move the chicken to the left of the screen
- Using the resize button make your chicken a little bigger
- Use the left arrow of the middle camera control and move the camera to the left so that you no longer see the chicken
- Drop Dummy at Camera
- Rename Dummy “bunnyView”
- Using white arrow tool move the bunny to the center of the screen
- Add Class Cat to world

Note on PC’s you can place where you want but macs will place in center of Original View

- Right click Cat on the object tree
  - Choose Methods
  - Choose “Move to”
  - Choose “Bunny” “The Entire Bunny”
- If your cat is partially under the ground, use the up and down arrow to move him on top of the ground
• Use the white arrow tool to move the cat so it is not on top of the bunny.
• Click Done.
• Save your world
• Right click on camera in object tree
• Choose “methods”
• Choose set point of view to > Tripod Views > Original View

• **Writing Code**

• We are Ready to write some code.....
• Click on the Chicken
• Click on the Methods Tab
• Chose “Chicken Say”
• Choose other and type “Today we are going to discuss the Seven Habits of a Highly Effective Teen”
• Click Play
• *Now we want the Bunny and the Cat to teach us about being proactive
• Choose World in the Object Tree
• Choose the Methods Tab

We are making a world method because it involves more than one object
• Click Create New Method button
• Name this new method “beProactive”
• Click OK
• Now you are on the world.beProactive method
• *In order to see this method happen, it needs to be called
• either by an event or another method
• In the Event Editor we need to change when the world starts do: myFirstMethod

![Events create new event]

Change to:
When the world starts, do world.beProactive

![Events create new event]

*Now lets write some code for world.beProcactive
- Make sure that the world.beProactive tab is chosen
- Click on the Bunny in the Object Tree
- Make sure the Bunny's Details Method Tab is chosen
- Drag in Bunny's “Turn to Face” method into the code editor and choose Cat > The Entire Cat

- Click on Cat in the Object Tree
- Make sure the Cat's Details Method Tab is chosen
- Drag the Cat’s “Turn to Face” method into the code editor and choose Bunny > The Entire Bunny
- We want these two things to happen together...
- Drag a “Do together” command from the bottom of the screen to the code editor
- Drag "Cat turn to face bunny and bunny turn to face cat into the Do together

```plaintext
world.beProactive No parameters
No variables

Do together

- cat turn to face bunny
- bunny turn to face cat

Click Play
Nothing Happens
We need to change the Camera View in the Code Editor
Click on Camera in the Objects tree
Click the methods tab for the camera
Choose “camera Set Point of View to” method and drag into code editor before Do together
Choose Tripod Views > bunnyView

Click Play
Now you should see the camera move to the bunnyView and then the bunny and the cat turn to face each other at the same time.
Have the bunny and the cat talk to each other about being proactive.
Click World.myFirstMethod tab
Drag World.beProactive under the chicken say method
Change when the world starts from world.beProactive to world.myFirstMethod
Click Play
Before we finish, we want the tripod view go back to original view and see the chicken again
Make sure you have world.myFirstMethod selected
Choose Camera in Object Tree
Click Methods tab
Drag “Camera set point of view to >Tripod Vies > Original View into code editor

Adding More Objects
Click Add Objects
Choose 3 D Text
Type in “The Leader in me”
Click OK
• Using the resize and turn left/right tools, set the text in the middle top of the screen.
• Make sure you are in original view

Setting Objects to Invisible

• Now we only want the title “The Leader in Me” to show for 5 seconds before our animation.
• Drag a wait command and choose 5 seconds
• Choose 3D Text on Object Tree
• Choose the Properties Tab
• Choose IsShowing = true (Do not change on left)
• Drag isshowing = true to the code editor and choose False

Making an Object Method
Click Create New Method
Name it Jump
The tab should open and you are in cat.jump
If you look in the Methods tab you will see it there to as a cat method.
Click on the Cat in the Object Tree
Click on the methods tab for the cat
Choose cat move and drag to code editor and choose up 1 meter
Choose cat move and drag to code editor and choose down 1 meter
Choose cat say and put text in saying how being proactive is useful,
Now you have a choice to put the cat.jump method in world.myfirstmethod or world.beProactive.

We are going to put it in the world.myfirstmethod and see what happens.

Exercise
Add 6 more objects
Add 6 more world methods for the rest of the 7 Habits
Make the 3D text appear at the end (Leader In Me) or your name.
7 Habits

Habit 1 — Be Proactive
You're in Charge

Habit 2 — Begin with the End in Mind
Have a Plan

Habit 3 — Put First Things First
Work First, Then Play

Habit 4 — Think Win-Win
Everyone Can Win

Habit 5 — Seek First to Understand, Then to Be Understood
Listen Before You Talk

Habit 6 — Synergize
Together Is Better

Habit 7 — Sharpen The Saw
Balance Feels Best