Maurice Carter Jr.

Content Objective

Learners will implement 21st Century strategies that reinforce Common Core Standards integrating technology in the Art Curriculum.

Language Objective

Students will design computer science graphic programs using Alice objects that incorporate 21st Century image Design Principles. Gaming and World Design emphasize the Common Core Standards used in the classroom.

Activity

Day 1 Students will develop single tear coded Alice Worlds that create simple objects without movement but are three dimensional and colorful.

Day 2 Students will develop single tear coded Alice Worlds that create simple objects and shapes with movement but are three dimensional and colorful.

Day 3 Now that students are acclimated to the Alice program they will be creating full interactive characters using looping, strings, variables, and events, in the World Method block.

Bloom's Taxonomy (Bloom's Bucks)

$5 What is the very first code needed to create an Alice World?

$10 How can a Camera View be angled differently to include different objects at opposite ends of a frame.

Vocabulary: codes, strings, methods, events, objects, computer science, computer graphics, Boolean

Links to Learning
Bitstrip.com, Tux Paint, Scratch, Livebinder.com, 3-D Graphics