**Adventures in Alice**
**Placing Objects**
Lesson Plan by Jocelyn Remington, 7-17-2014

**Objective:** Students will gain a foundation on how to place, remove, and position objects into an Alice world.

**Timeline:** 1 class period

**Materials:**
Alice program installed on student computers

**Part 1: Guided Practice, Familiarizing students with placing objects**

1. Open the Alice program
2. Show students how to create a new world, navigate to the ‘add objects’ window and place an object.
3. Show the **Undo** button.
   a. Explain if students accidentally move the ground they should always undo.
4. Give a brief explanation of the move tools and trashcan.
   a. Use the undo button several times during this step to help students remember to use this important tool.

**Part 2: Placing Objects**

1. Guide students through opening Alice on their computers.
2. Let students experiment with dragging objects into a world they created.
   a. You may want to advise students to limit the amount of objects they drag in, though the point if this lesson is to give students freedom to explore on their own.

**Part 2: Animating objects in the world**

Note: this lesson plan is meant to follow the lesson on Object Methods. If students have not done that lesson you may want to disregard this part.

1. Students can click the ‘done’ button and experiment with adding methods for the objects they placed.