**Meeting #1:** Why your passion for computing/programming?

*Discussion: Need for students to pursue computing fields.*

T - Introduce Alice with Garfield and Odie.

S - Introduce Alice with Bunny Hop hands on activity.

**Meeting #2:** What makes an idea worth spreading?

*Story Telling*

T – Working with the dummy cameras – Setting up scenes.

S – Students will develop 3 scenes.

**Meeting #3:** Explore & declare your interest area in computing with Alice.

*Aspire IT Program / Grace Hopper / Richard Tapia Diversity*

T – Adding Methods, Do Together, and Do In Order - Garfield and Odie.

S – Start Carosel / Penguine / Tortoise hands on activity.

**Meeting #4:** Research, outline & frame your story

*Storyboard Development*

T – Demonstrate how to use a storyboard to plan their presentation.

S – Students will use a storyboard template to plan their Alice World.

**Meeting #5:** Research, outline & frame your story, (continued)

*Storyboard Development*

T – Demonstrate how to use a storyboard to plan their presentation.

S – Students will use a storyboard template to plan their Alice World.

**Meeting #6:** Applying Storytelling with Alice

*The beginning hook, middle body, and the end summary*

T – Adding Sound and Movable Objects - Carosel / Penguine / Tortoise hands on activity.

S – Students will add sound to their Carosel / Penguine / Tortoise world.

S – Students will begin their “topic world” after storyboard has been completed.

**Meeting #7:** Applying Storytelling with Alice, (continued)

*Review: The beginning hook, middle body, and the end summary*
T – Adding Sound and Movable Objects - Carosel / Penguine / Tortoise hands on activity.
S – Students will continue their “topic world” after storyboard has been completed.

**Meeting #8:** Continue to build from previous meeting
Review: The beginning hook, middle body, and the end summary
T – Demonstrate Events - Facilitate the meeting – emphasize communication & teamwork skills.
S – Students will continue their “topic world”.
S – Students work together providing feedback.

**Meeting #9:** Continue to build from previous meeting
T – Demonstrate Vehicles - Facilitate the meeting – emphasize problem solving & listening skills.
S – Students work together providing feedback.

**Meeting #10:** Visualizing your idea
T – Facilitate the meeting – emphasize organizing & planning skills.
S – Students work together providing feedback.

**Meeting #11:** Create your visuals
T – Facilitate the meeting – emphasize decision making & technology skills
S – Students work together providing feedback.

**Meeting #12:** Bad habits be gone - Video, lighting & sound
T – Facilitate the meeting discussing all the transferable skills.
S – Students work together providing feedback.

**Meeting #13:** Goofs, gabs, kinks and crossroads - A dress rehearsal
T – Guide students to “Finalize All Presentations” - Your idea worth spreading
S – Present Presentations - Your idea worth spreading