Lesson Plan

Daily Lesson Plan for: Ann Cherry

Course: Foundations of Math 1          Date: TBA          Length of Class: 90 Minute

Topic of Lesson: Unit 1: Introduction to Foundation of Math 1 and Alice (Day 1 of 5)

Essential Questions:

**Essential Question 1:** What is order of ops?
**Essential Question 2:** How I can I use Alice to make school work more interesting?
**Essential Question 3:** I CAN open a world and add a character to the world.

Objective: The student will be able to:

- Be able to open an Alice world and add a character to the world.

Standards:

**Materials:**
- Handouts – Alice Basics, Methods
  - Introduction to Alice Handout for the students to take home to the parents.
  - Handout BunnyMoveEars ppt.
  - Hardware: Projector, elmo
- Computers w/ Alice installed

**Key Terms:** PEMDAS, Order of Ops, world, object, play, gallery, scene editor, initial scene, camera

Procedure:

Warm-up/Preparation for Learning: (15 minutes)
1. Quiz on PEMDAS using Alice and go over quiz.
2. Pass out all computers and get Alice running.
3. Review computer dos and don’ts.

Directed Assistance/Learning Activity: (80 minutes)

1. Discuss essential questions.  5 minutes
2. Use the power point presentation to motivate the use of Alice and to discuss how to open Alice and access the tutorials.  25 minutes
3. Pairs begin work on Bunny Move Ears Lesson  25 minutes

Closure/Reflection on Learning: (10 minutes) (Closure activities may be oral or written.)
1. Explain how to create a new virtual world.
2. Explain how to add objects to a virtual world.
3. Name the different parts of the Alice programming environment and explain what each part does.

Assessment/Evaluation:

- Methods Assessment
- Journal Entries

Assignment:

None

How does the virtual world of Alice relate the real world around you?