TOPIC: Introduction to Alice 3

Time Frame: 180min

Content Objective
Learners will relate important ideas interconnectedness of the Visual Arts content

Language Objective
Students will recognize how Elements of Art and Principles of Design are used in Alice C/S to create 3D object based programs

Learning Goals for this Lesson
Students will create an Alice World using the 3.2 Alice program. They will learn how to place characters in their environment and switch the camera angles as they transition through their environments.

Standards
B.V.1.4. Recognize how Elements of Art and Principles of Design are used in art.
B.V.3.2. Use a variety of media, including 2-D, 3-D, and digital, to produce art.

Students will know + do
Students will know how to integrate technology into Visual Art by doing coding to produce an interactive world.

HIGHER ORDER QUESTIONS:
How does programming object based worlds like Alice provide a bridge for the traditional computer graphic student into the computer science field?

Lesson Essential Question
What is the link between Computer Graphics and Computer Science?

Activating Strategy
Bitstrip storyboard building and avatar bitmoji (Bitstrip.com)

Key vocabulary to preview
Define the term Alice World, Computer Science, Events as they pertain to c/s
Lesson Instruction

Graphic Organizer (TBA)

Learning Activities & Assessment Prompts
Students will use Alice to make an animation tour placing characters an environment and switching the camera angles as they travel on a quest to locate a person, place or thing. This tour will introduce new features found in Alice 3 and should include some interaction between the characters to include says, procedures, functions and events.

Collaboration Strategies
Driver Passenger

Summarizing Strategy
MasteryConnect Assessment for Alice 3.0

Culminating Assignment
Create a new alice world about Historical African American figures introduced in the Crafting Freedom Workshop