Lesson Plan

Daily Lesson Plan for: Alice Liddell

Course: Computer Programming  Date: TBA  Length of Class: 90 Minute

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

Essential Questions:

**Essential Question 1**: What impact does learning Alice have on your understating of the world around you?

**Essential Question 2**: How does the virtual world of Alice relate the real world around you?

Objective: The student will be able to:

- use the Alice programming environment to create Alice programs

Standards: VA SOL COM. 4, VA SOL COM. 5, VA SOL COM. 7, VA SOL COM. 8

Materials: Textbook Chapter 1 pgs 3 – 16

- PowerPoint – Ch01Day1Slides1 with class notes
- Chapter 1 Tutorials Worksheets (posted on share point)
- Hardware: Projector, SmartBoard (if available)

Key Terms: world, object, play, gallery, scene editor, initial scene, camera

Procedure:

**Warm-up/Preparation for Learning**: (5 minutes)
1. Pass out Alice and notes handout
2. Set up PowerPoint presentation – Ch01Day1Slides1.ppt
3. Set up Alice Tutorial 1

**Directed Assistance/Learning Activity**: (80 minutes)
1. Discuss journal entries from last class.  5 minutes
2. Discuss essential questions.  5 minutes
3. Use the power point presentation to motivate the use of Alice and to discuss how to open Alice and access the tutorials.  20 minutes
4. Assign pairs for Chapter 1  5 minutes
5. Pairs begin work on Bunny Move Ears Lesson  45 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?