Alice Programming

- Follow on unit after AP Statistics Exam
- Introduction to programming
- Provide worthwhile learning activities
- “Head Fake”
Alice Programming – Day 1

- Randy Pausch – “The Last Lecture”
Alice Programming – Day 2

- Introduction to Alice platform
- “Shark Attack”
- Guided lesson
Alice Programming – Days 3 & 4

- Princess and Dragon (Parts 1-3)
“Kangaroo Visits Friends”
Create 3 Scenes – Make a separate method for each.

Each scene must have animation in it – Garfield must move in some manner.

Each scene should have different background colors.

Fade out/in between scenes.
Alice Programming – Day 8

- Student Presentations
- Introduction to TI Basic
  - A little history of programming
Alice Programming - Examples

- Ally
- Natalie
- Peter
- Morgan
- Tyler
- Mark
Alice Programming

- Take aways:
  - Unit did keep students actively engaged in learning after AP Exam
  - Students enjoyed unit
  - Interesting to observe students in this environment
    - Paradigm shift within student hierarchy in classes
    - Creativity
  - For most students this was first exposure to programming
  - “Head Fake” worked