Intro to Alice – Follow the Leader

Mrs. Willoughby
Overview

- This is a simple challenge designed for beginners in Alice. You will be adding in code to the world, Follow the Leader.
- This challenge will allow students to practice working in methods and dragging in commands.
- For preparation, complete at least one of the first two tutorials in *Introduction to Alice* from [http://www.cs.duke.edu/csed/alice09/tutorials.php#gettingStarted](http://www.cs.duke.edu/csed/alice09/tutorials.php#gettingStarted)

Starting Out and Setting Up

- From your desktop open the *Alice program*

![Click File, New World](image-url)
• This is what your screen will look like.

• Choose “snow” for background. Click OK
• Next you will add the objects by clicking the Add Objects button as seen above
• Click and open the “Animals” folder, then scroll right to the **penguin** image and select it.
• Click on “Add instance to world” button, and you will see a penguin on your stage.
• Repeat this 5 more times to have a total of 6 penguins on your stage.
- Use the Resize Objects tools shown here to reposition the penguins.
- Use the white arrow to move the object back.
- Use the second to the last to resize and make bigger or smaller as necessary.

- Your penguins should be lined up as seen here.

- Click the green “Done” button on the right of your screen.
- Now it’s time to write some lines of code to make your penguins do “stuff”.
Programming the Penguins (Adding the Codes):

A

Select “penguin” from the object tree as shown in Figure 1, and follow the instructions on the image below in Figure 2.

B

You will complete steps A & B above for each of the other penguins (all remaining 5).

Add a Wait block (5 seconds) at the beginning as shown below, and then add lines of code for the remaining penguins.
Add music at the end.