Your Alice world has already been setup with three of the five habitats.
Click the add object button in the Object section to add the appropriate animals and plants (2 of each) for your region.

In the local gallery, click the animal folder. Choose the appropriate animal for your habitat.
Do the same for the plants. Make sure you click and drag the object to the world.

Set your dummy camera up at the scene by clicking “drop dummy at camera”.
Then to the right of the screen in the object details (upper left screen), rename dummy objects as “CameraView”. Name dummy as “scene1” so that you don’t get confused.

Continue to add objects to your habitat that are appropriate. Then click **DONE** to the right.
Now you are ready to create methods (instructions) for the monologue or dialogue of the animals explaining their habitat (location of and general features), animals’ and plants’ adaptation.

Click on one of the animals (bluebird) in the Object details. You will notice all of the things the blue bird can do.

Click on methods and have the bluebird to explain his habitat to the rabbit (the location and its general features).
Have