<table>
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<th>Stage 1- Desired Outcomes</th>
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| **Transfer Goal(s):** | Students will be able to independently use their learning to:  
  - Use code to create a method and a parameter to get objects to move together or in order. |
| **Standards:** | 4.TT.1.3 Use technology tools to present data and information (multimedia, audio and visual recording, online collaboration tools, etc.). |
| **Understandings:** | Students will understand that:  
  - you create methods and parameters inside of the methods to get objects to move together or in order. |
| **Essential Question(s):** | How do coders create code for objects to move together or in order? |
| **Knowledge:** (content/vocabulary) | Students will know:  
  - coders create worlds by inserting objects and assign methods to the objects.  
  - objects are in folders and can be animals, people, etc...  
  - ground (6) such as sand, grass, snow, etc...  
  - methods can be created for an object or world  
  - create methods for objects such as “Say” to have an object talk or “Move” to have an object move in a certain direction  
  - methods can be created for objects or for the world  
  - always set ground to false to prevent it from moving (create new method)  
  - create parameters to get more than 1 object to move together or in order.  
  - use Do in order to get several objects to move in order or Do together to get several objects to move at the same time. |
| **Skills:** | Students will be able to create an Alice world that:  
  - includes at least 3 objects  
  - includes at least 1 method (create new method in world) and a parameter (for the same world method)  
  - includes at least 1 Do in order or Do together within myfirstmethod |
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| **Instructional Delivery Model- Choose 1** | ___ 5E- Engage, Explore, Explain, Elaborate, Evaluate  
_X_ Gradual Release- I do, We do, Few do, You do, Summarize & Solidify  
___ Close Reading |
| **I Do** | Say: Today, we are going to create an Alice world.  
Say: Here is an Alice world that I created in which objects or object parts move together and in order.  
Show students the Alice world of [Synchronized Swimming](#).  
Say: Today, you are going to create an Alice world that has at least 3 objects that move in order or together.  
Teacher models (whole class) how to create an Alice world in which 3 objects move in order and move together.  
- Demonstrate how to choose a ground.  
- Demonstrate how to save the world.  
- Demonstrate how to set ground in properties - seldom used properties - First Class - to false.  
- Demonstrate how to add 3 objects to the Alice world. *(balls - sphere or animals)*  
- Demonstrate how to create a world method and a parameter for the world method.  
- Demonstrate how to replace the object name with the parameter  
- Demonstrate how to drag the world method into myfirstmethod for each object. |
| **We Do** | Distribute laptops and arrange students in pairs.  
Create a new Alice world whole class. Demonstrate each step and have student pairs perform each step immediately after each demonstration *(provide wait time after each demonstration)*. |
| **Few Do/You Do** | Allow students to work individually or in pairs. Have each student or team create an Alice world that contains at least 3 objects (suggest the same objects) and at least one world method with a parameter within the world method. Say: Now you will create an Alice world. |
| **Summarize & Solidify** | Individual students and teams share their Alice worlds. |