# Alice Lesson Plan Template

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Entrepreneurship

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<thead>
<tr>
<th>Monday</th>
<th>Tuesday</th>
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<tbody>
<tr>
<td><strong>Learning Target (“I can” statement)</strong> Specifically, what students should learn, know, understand or perform by the end of I can learn the components of Alice. I can learn how to create a method in Alice. I can learn what the “do together” do in order” “if/else”, “loop” and “while” means in Alice. I can learn how to import, billboards, and sounds. I can learn about 3d text, properties, variables, and parameters. I can learn how to create an Alice world independently.</td>
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<td><strong>Daily Activities</strong> <strong>verbs in (Remember, explain, analyze, examine, etc.)</strong></td>
<td><strong>Bell Ringer:</strong> The students will preview an example of an Alice world created by other students. <strong>Write to learn/Classroom talk:</strong> The students will write down their thoughts on the animation. We will openly discuss the history of Alice and what Alice is used for. The students will follow along on the smart board as I discuss.</td>
<td><strong>Bell Ringer:</strong> The students will recall the vocabulary words from Alice and complete trivia questions from a true or false world created in Alice. <strong>Classroom talk:</strong> We will openly discuss and recall how to create a scene in Alice. The students will be asked to create a new world. The students will be prompted to open up a grass scene. The students will be required to create three.</td>
<td><strong>Bell Ringer:</strong> The students will watch a sample world where the characters are doing actions together in a specific order, repeatedly. The students will be able to look at the code already created in the world to see what the codes are. <strong>Classroom talk:</strong> I will have students recall the layout of the Alice environment and explain how the characters were able.</td>
<td><strong>Bell Ringer:</strong> The students will watch a few sample worlds. The students will be given time to finish their worlds. <strong>Classroom talk:</strong> The students will present their worlds to their peers. <strong>Test:</strong> The students will be given a test on all of the information about Alice throughout the week. A portion of their test grade will be based on their</td>
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and point out some of the useful vocabulary that the students will need to understand prior to starting Alice. I will discuss and explain the following Alice programming terms: world, methods, functions, properties, variables, parameters, 

**Classroom talk:** billboards, events, lists, tags, arrays, and comments.

**Independent work:** The students will get a copy of the Alice interface and label all of the parts of Alice. The students will be able to click around in Alice to assist them. 

**Classroom Talk:** We will openly discuss and go over the vocabulary words and have students point to each item on the user interface. The characters (boy, girl, bunny) and drop two dummy cameras. The students will be told to name the dummy cameras original view, and boy view. The boy view will be the camera that has the boy in the scene. The students will have to create a method to get the boy do a back flip. I will explain how to create a method and go over the steps to make the boy do a backflip.

The students will run the world to ensure that the boy is actually doing a backflip. The students will have to create a method getting the bunny to jump up and down. The students will have to get the girl to walk to the bunny and have the girl say “stop bouncing” to the bunny.

**Exit Ticket/Independent Practice:** The students will have to create a method to move at the same time. The students will follow me on the board step-by-step as I explain the code and what to do.

**Collaborative Group Work:** The students will work with a partner and create a world where the characters are moving in some way simultaneously. The students will be given a rubric. The students will present their world and explain the codes to their peers. 

**Exit Ticket:** The students will be given a pop quiz questionnaire on Alice. The questionnaire will include questions about how to delete an item, use the clipboard, add objects, the manual camera controls, details pane, events, and all of the vocabulary that was introduced. 

The students will have to run the program to ensure they followed the steps correctly and have the correct code.

**Independent Work:** The students will have to create a world on their own. They will be given the opportunity to be as creative as they want as long as they include the items listed on the rubric. The rubric will include all of the actions that the students have learned throughout the week. The students will have until Friday to complete their world.

Exit Ticket: The students will have to show me that their world is at least half way complete.
students will follow along on the smart board while the smartboard screen is windowed to their computer. I will show students how to create a scene. I will go over the various background options and choices. The students will be able to see what the background looks like in Alice. The students will be advised to save their world at all times. The students will be made aware of the 15-minute pop up that displays prompting them to save their world.

**Classroom Talk:** I will discuss how to drop a dummy camera, how to add objects to the world, how to position the objects, the object tree, and object parts, and how to move the camera.

**Exit Ticket:** The
Students will create a world with 3 characters in 3 different places in the world. The students will have to have at least three dummy cameras dropped and labeled.

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<th>Assessment(s)</th>
<th>Students will create a world with 3 characters in 3 different places in the world. The students will have to have at least three dummy cameras dropped and labeled.</th>
<th>Classroom talk, and exit ticket.</th>
<th>Bell ringer, exit ticket, classroom talk.</th>
<th>Bell ringer, collaborative group work, classroom talk, exit ticket.</th>
<th>Independent work, classroom talk, and exit ticket.</th>
<th>Test</th>
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**Blooms Taxonomy:** I. Remember, II. Understand, III. Apply, IV. Analyze, V. Evaluate, VI. Create

**CIF:** Group Work, Scaffolding, Writing to Learn, Literacy Groups, Questioning, Classroom Talk

**STEM (Science, Technology, Engineering, and Math)** Focus and Strategies