DEVELOPING K-12 CURRICULA USING ALICE

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ABSTRACT

During the summer of 2008, Santa Clara University ran a three-week professional development workshop on the Alice 3D animation environment as part of a five-institution collaborative NSF ITEST grant¹. Nine high school teachers and six middle school teachers attended the workshop where they spent the first week teaching Alice, the second week developing lesson plans, and the third week practice teaching. The practice teaching sessions included 80 students distributed among five sites located throughout the San Francisco Bay Area organized into three high school and two middle school groups. The middle school sites generally found the “storytelling” version of Alice to be more appropriate for their needs, while the high school sites used the regular version. In most cases, the boys chose to create interactive games while the girls seemed to prefer animating a story. At the end of each day of practice teaching, the teachers at each site gathered in reflection sessions to document what had worked well and what had not. This presentation summarizes their experience, the characteristics of the Alice programs that the students created, and compares the results of the high school teachers and students to that of the middle school teachers and students.

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