

Day 2 Outline

Objectives:

- Students learn to use the *quad view* to manipulate objects.
- Students learn how to manipulate subparts of objects.
- Students will learn about orientation of objects, centers of objects, and the difference between *move* and *roll*.
- Students learn to write methods.
- Students will modify a property (color) of an object in the execution of a program.
- Students will use a *loop* construct.

Talking points:

1. Demonstrate the *quad view*. (We did this when adding the cow to Story 1.)
2. (We skipped this exercise. The students had (easily) picked up *quad view* already.) Have students add a cow (Animals), a tortoise (Animals), and a beach ball (Sports). Instructions: Place the cow on the ground, the tortoise on the cow's back, and the beach ball on the tortoise's head. (Allow 5-7 minutes)
3. Open a new animation, using the snow template.
4. Add a snowman and a snowwoman (People).
5. Build a *blush* method for the snowwoman, demonstrating how to change color (of the snowwoman's head) to pink, and then change it back. We added a *wait* in between to slow it down.
6. Build a *rumba* method for the snowwoman. (We had 3 *doTogethers*. We added head movement and bottom movement. I gave them free time to add arm movement.)
7. Have the students build the *surprised* method for the snowman. (I showed them mine, but told them that they could create their own.)
8. Demonstrate the *loop* construct to make the woman dance.
9. Give students time to complete the open ended story line (Story 2). (We didn't have time for this, but students were being very creative with their snowpeople methods.)

----- Day 2 ended here -----