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 -----------------------------------------------------------