Lesson Plan 2 Outline

Objectives:

- Students learn to write methods (without parameters).
- 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 will use the style and duration parameters to improve the animation.
- Students will modify the color property of an object.
- Students will use a loop construct.

Talking points:

1. Open a new animation, using the snow template.
2. Add an eskimo (People) and a hole (Shapes – change color to black).
3. Build a stand method for the Eskimo to bring down his arms.
   a. The arms have odd orientations, motivating the discussion of orientation of the ego-centric nature of Alice objects and the use of the axes object (see Turn versus Roll handout and PowerPoint).
   b. Set the duration to 0 on all method calls so that our Eskimo has his arms down at the beginning of the animation.
4. Build a walk method for the eskimo.
   a. Continue the discussion of subparts and ego-centricity.
5. Use the loop construct to make the Eskimo walk forward.
   a. “How many times must you go through the loop so that the Eskimo is over the hole?” This will vary depending on how the student set up their animation.
   b. Have the Eskimo fall through the hole (with a splash), and then come back up (down 10 meters and back up 9).
6. Give students time to complete the open ended story line.