Story 2 Outline

Objectives:

- Students use a marker (dummy) to mark the initial camera position.
- Students add objects to a scene, specifically penguins, snow people, an igloo, and a “creature” of their choice.
- Students learn about event handling.
  - When the world starts/While the world is running
  - Use of the arrow keys (built-in and then individually coded)
  - When a key is pressed / While a key is pressed
- Students will use the quad view capability.
- Students call built-in methods, some with parameters, in response to various events.
- Students will use the `doTogether`, `doInOrder`, and other constructs.
- Students will learn about object properties, specifically the `vehicle` property.
- Students will use the `opacity` property to make an object invisible and then appear.
- Students will add a built-in sound to their animation.
- Students explore the Gallery.
- Students are exposed to (object-oriented) programming terms e.g. object, method, parameter, if/else.

Talking points:

1. Create a new world with the `snow` template.
2. Remember to drop a dummy to keep track of the current location.
3. Add several penguins from the Animal Gallery, a few `snow people` from the People Gallery, and a creature of their choice. Turn the creature around so it’s facing away and get closer to it.
4. Discuss when the world starts and while the world is running.
   a. Have the penguins flap their wings through the entire animation by putting a loop in `myFirstMethod`, first in sequence, then in groups
   b. Have the snow people turn continuously with a while the world is running event.
5. Set the arrow keys to control
   a. the camera
   b. the creature
6. Begin the discussion on object properties. Change the creature’s color and opacity.
7. Set the camera’s vehicle to be the creature. (Not quite what we want.)
8. Use individual arrow keys in order to better control the speed of the movement.
9. Add events (while something is true and when something becomes true) so that the various objects do different things when the creature gets close to them.
   a. Examples: disappear (set opacity to 0%), change color, spin around, say something, etc.
10. Add events (when a key is typed) to make the creature or other objects do things
   a. Examples: ‘j’ makes the creature jump