ORACLE
EDUCATION FOUNDATION

Getting Started with Alice

Course Schedule

0900 – 0915	Welcome and Introductions
0915 - 0945	❑ Telling a story visually ❑ Developing an animation
0945 - 1045	❑ Animation movement ❑ Controlling animation movement ❑ Manipulating animation movement
1045- 1100	**Tea**
1100 - 1145	❑ Practice Advanced Coding Techniques ❑ Code an advanced animation ❑ Use Do in order versus Do together ❑ Describe Orientation and perspective
1145- 1300	❑ Create Complex function calls ❑ Create multiple camera angles ❑ Make human objects walk, sit, run
1300-1345	**Lunch**
1345 – 1500	❑ Use random numbers ❑ Use expressions ❑ Add user input to an animation ❑ Use keyboard controls
1500 – 1630	❑ Individual work time to develop project pages as per the sample project ❑ Sharing with peers
1630– 1700	❑ Review Classroom Integration & Feedback

"It is the supreme art of the teacher to awaken joy in creative expression and knowledge". ~Albert Einstein