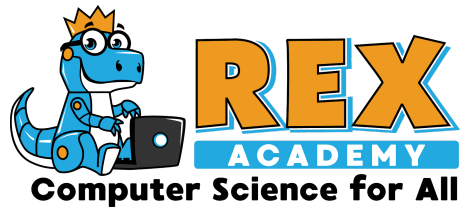


Animations Curriculum

Lesson 1	<ul style="list-style-type: none"> ● Install Alice 3.0 ● Basics of technology, Internet, hardware and software basics ● Importing sprites into the world and changing things ● Changing the way sprites look ● Learn the camera settings
Lesson 2	<ul style="list-style-type: none"> ● Programming basics <ul style="list-style-type: none"> ○ Attaching blocks ○ Creating movement <ul style="list-style-type: none"> ■ Translations ■ Rotations ○ Using code to change how a sprite looks ○ Creating dialogue and sounds
Lesson 3	<ul style="list-style-type: none"> ● Animation techniques: <ul style="list-style-type: none"> ○ Biped Class ● Creating procedures
Lesson 4	<ul style="list-style-type: none"> ● Animation techniques: <ul style="list-style-type: none"> ○ Quadruped class ○ Fish class ○ Bird class ● The Adventure Game
Lesson 5	<ul style="list-style-type: none"> ● Creating variables and using Math <ul style="list-style-type: none"> ○ +, -, *, / ○ How to create and assign variables ● Project 1: Math Game
Lesson 6	<ul style="list-style-type: none"> ● Intro. To logic <ul style="list-style-type: none"> ○ Boolean conditions ○ Logical operators ○ AND / OR operations ● Project 2: Triangle Game
Lesson 7	<ul style="list-style-type: none"> ● Iterative loops ● Project 3: The Clock Timer
Lesson 8	<ul style="list-style-type: none"> ● Conditional loops ● Collision Events ● Project 4: Tortoise and the Hare



Lesson 9	<ul style="list-style-type: none">• Arrays• Project 5: Hangman
Lesson 10	<ul style="list-style-type: none">• Project 6: Race Car
Lesson 11	Final Project
Lesson 12	Final Project