**CoderDojo Syllabus**

**Goals:**

* Learn how to use Alice 3.x
* Learn and understand the fundamentals of programming

**Expectations:**

* Learn the basics of programming
* Understand the concept of programming to real world connections
* Participants will manipulate and manage characters and objects in a 3D world

**Dates:**

* The class will take place from July 9th to August 20th from 2PM to 3PM

**Lessons:**

1. Introduction
   1. Introduce the Alice interface
   2. Understand the different work areas
2. Lesson 1:
   1. Learn how to place an object onto the scene
      1. Add basic procedures to that object
3. Lesson 2:
   1. Get into more detail with procedures
      1. Move limbs and other body parts
      2. Copy and paste for making minor changes
      3. Grouping code to run together
4. Lesson 3:
   1. Learn how to make custom methods
      1. Advantages of code reuse
5. Lesson 4:
   1. Story Boarding a scene you created
      1. Rough visual representation
      2. Allows for quick iterations
6. Lesson 5:
   1. Build out your story board in Alice
   2. Demonstrate your Alice project
7. Lesson 6:
   1. Finalize all changes for final presentation of your project
   2. Critical thinking