Lesson Plan

# Topic

“Introduction to Alice” teaches a non-programmer how to get started with basic programming using the Alice program, which is a freeware object-oriented educational programming language based on Java.

# Objectives

Students will be able to:

* Add an object into the world.
* Create movements on the object.
* Make the objects use text to “speak”.

# Materials

* Alice
* Java SDK
* Demo File
* Example File

# Directions

The basic concepts of object-oriented programming will be explained to the students, including

# Reflection