

Technology across the curriculum.

*What's the story Alice...?
Making animated Movies using a
cross curricular Computer
Programming Tool.*



Jessie Byrne & Maria Ryan
St Mary's Holy Faith Secondary School
Glasnevin

CESI Conference 2009
Tallaght
13 - 14 Feb 2009



The list!

- What is Storytelling Alice?
- Demo of software.
- Our approach to using it in the classroom.
- Reflection
- Cross-curricular applicability



What is Storytelling Alice?



www.alice.org



What is Storytelling Alice?

- Began life as "Alice" – aimed at high school and college students.
- An offshoot from "Alice" – designed for Middle School students.



What is Alice?

Alice is an innovative 3D programming environment that makes it easy to create an animation for telling a story, playing an interactive game, or a video to share on the web. Alice is a freely available teaching tool designed to be a student's first exposure to object-oriented programming. It allows students to learn fundamental programming concepts in the context of creating animated movies and simple video games. In Alice, 3-D objects (e.g., people, animals, and vehicles) populate a virtual world and students create a program to animate the objects.

(www.alice.org)



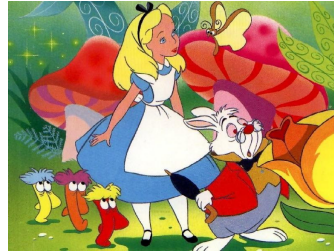
What is Alice?

Alice is an innovative 3D programming environment that makes it easy to create an animation for telling a story, playing an interactive game, or a video to share on the web. Alice is a freely available teaching tool designed to be a student's first exposure to object-oriented programming. It allows students to learn fundamental programming concepts in the context of creating animated movies and simple video games. **In Alice, 3-D objects (e.g., people, animals, and vehicles) populate a virtual world and students create a program to animate the objects.**

(www.alice.org)



Alice Videoclip



To view video click, please go to
http://www.alice.org/index.php?page=what_is_alice/what_is_alice



Logistics

- 40 mins per week.
- Five 1st year classes (approx 25 per class)
- Groupwork (eight groups of 3; one of 2).
- Set up dedicated folder on shared drive.
- Two teachers per class.



Classroom Approach

1. Class Based Introduction: 2 periods
2. Computer Room Tutorials: 4 periods
3. Class Based Theory: 3 periods
4. Assignment given after midterm
5. Computer Room Animation Production: approx 7 periods.
6. Voting and presentation after Christmas: 1 period



Reflection -

1. Module too long
2. Pairs not groups
3. Assignment too open-ended
4. Set a number of class-size problem solving assignments
5. Prone to software bugs and errors



Reflection +

1. High levels of interest and motivation to be capitalised on.
2. Discovery learning
3. Encouraged co-operation
4. Improvement in overall competence in computer usage



Towards a cross curricular integration of ICT

- Languages and Irish
- English
- History
- Religion & CSPE
- Maths



Thank You!
Questions & Comments.

jessiebyrne@gmail.com

