

# Program Map

Undo/Redo buttons

Plays your instructions.

Item list.

Drag objects to this to delete them

This button allows you to create an event.

Shows you events which already exist.

Shows you the methods, properties and functions for the selected object.

The different types of loops and other functions you can have.

Shows you methods which are currently being used by your program. (the instructions)

# Editing Objects

ADD OBJECTS

Move object up/down

Rotate object forwards/backwards

Make object bigger or smaller.

Move item

Rotate object left or right.

Rotate object in all directions

Make a copy of an object.

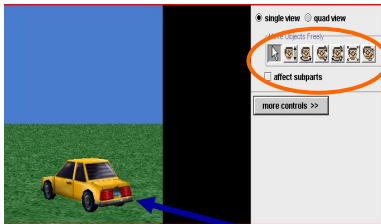
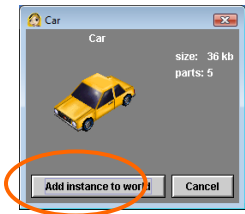
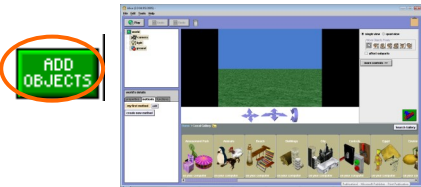
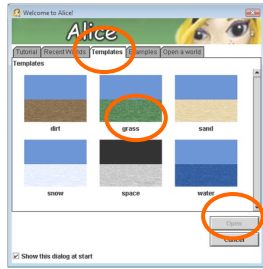
 **Conyers BITE**



**Key Stage 3 ICT**  
**Control Technology**  
**ALICE**

# Getting Started

1. Open Alice from Start → All Programs → ICT.
2. In the window that appears, select 'Templates.' Select 'Grass' and press Open.
3. Your WORLD is now created. Press the 'Add Objects' button. Find the 'Car' and single click on it.
4. You will get this screen. Click 'Add instance to world'



5. Your car will appear. Use the positioning tools to rotate your car so it is pointing away and is towards the front of your world. Make the car smaller in size.

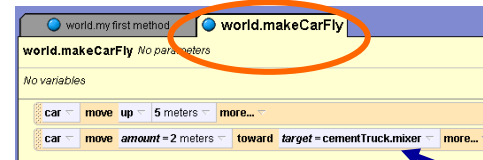
*Your car should be positioned like it is in the picture.*

*See the back page for help on positioning the car.*



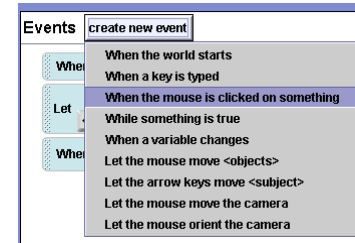
6. Press 'DONE' when you've finished.

# Using Methods & Events

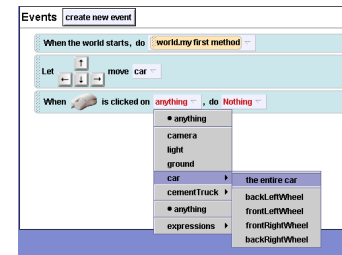


4. You can now edit your method. It's name will be displayed.

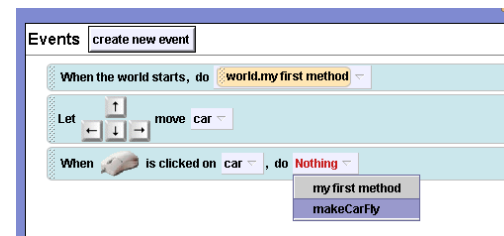
5. Add two car methods to your 'MakeCarFly' method, as shown in the picture.



6. Create a new event. Select 'When the mouse is clicked on something'



6. On the dropdown under 'anything' select Car → the entire car.

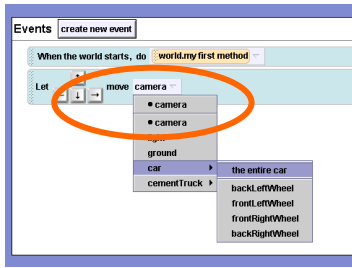


7. On the 'something' drop down, select your new method (MakeCarFly).

8. Test it out. Press PLAY, use your arrow keys to move the car. Click on the car, see what happens.



# Adding Events



3. Click on the **down arrow** next to your new event, where it says 'Move.' Go down to 'Car.' go across, select 'the entire car.'

4. Press **PLAY**.

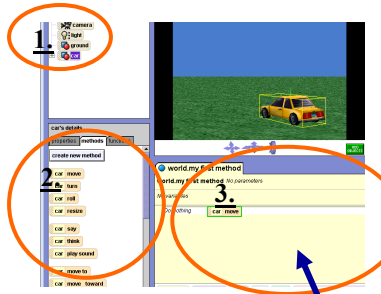
5. Use the **arrow keys** and see if you can **control the car**.



# Creating a Method

An **object** (your car) has a number of **methods** (things it can do). So does your 'World'

Let's try and make the car move!

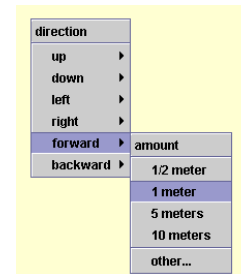


1. Click on your car **object** in your item list (circled 1 in the picture). A list of **methods** your car has will be displayed (circled 2).

2. Drag the 'Car Move' item from the list of methods into your **world's method**. (Circled 3).

3. A **menu** will appear. Go down to **forward**, go across to '1 meter' and click.

4. Press **PLAY**. Your world will now make your car move forward 1 meter. **COOL!**



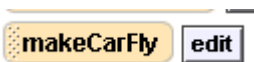
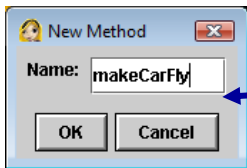
# Adding Methods

You can **organise your methods** so that your program is more **efficient** and to make it do different things at different times. Let's try it out.

1. Select '**World**' from your item list (circled).

2. Click '**Create New Method**' Type in '**makeCarFly**' NO spaces and press OK.

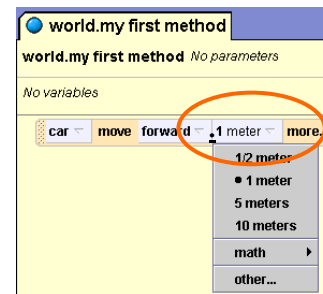
3. Press '**edit**' next to your new method name.



Let's try and make it move further.

1. **Edit** your instruction by clicking on the '1 meter drop down' inside your World method and changing it to '**5 meters**.'

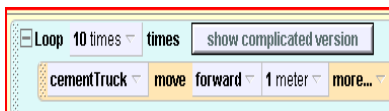
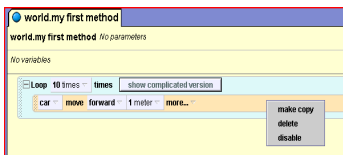
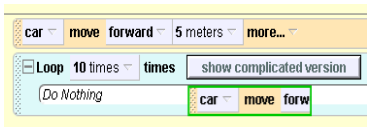
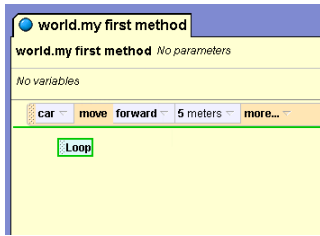
2. Click **PLAY** again. See what happens.



# Adding Loops

What if we want it to keep moving?

We need to add a LOOP.



1. From the bottom of the screen, drag a 'LOOP' block into your World's method.

2. When asked how many times to repeat, select '10 times.'

3. Drag your 'car move forward' block inside the middle of the LOOP.

4. Press PLAY. See what happens.

5. Add a cement truck object to your world and position it so it facing away, like in the picture.

Let's try and make the car chase the cement mixer.

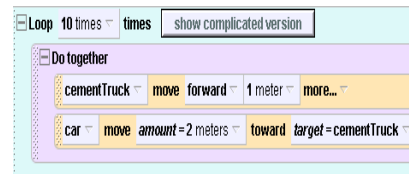
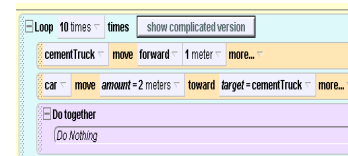
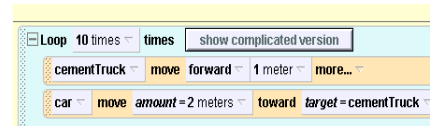
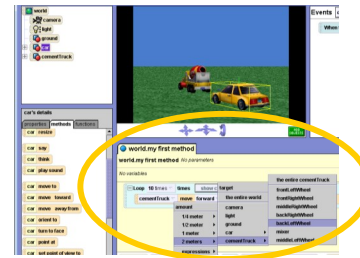
We need to change a few things...

1. Right click on your 'Car Move Forward' block which is inside your loop. Click 'DELETE'

2. Add a method to the loop to make the cement truck move forward 1 mile.

# Adding Loops

1. Add a 'Move Car Towards' block inside your loop. From the menu, select '2 meters,' go across to 'CementTruck.' Select 'the entire cement truck.'



2. Press PLAY. Notice how it only does one thing at a time?

3. Add a 'Do Together' block from the bottom of the screen to your World method, inside the LOOP.

4. Drag your two other blocks inside the 'DO TOGETHER' so it looks like the picture.

Press PLAY, see what happens.

# Adding Events

An event is where you can make objects do things when certain things happen.

Let's try adding some events

1. Click on 'Create New Event'

2. Select 'Let the arrow keys move <subject>.'

