Start Alice 3

- First choose a ground cover. I selected desert.
Add in an cow named Terry and a cat named Cary

- There are two different ways to add an object to the world.
- Add the cow by clicking on it. Goes to the center
- Add the cat by click and drag it to the right of the cow

Adjust the camera a little

- Want the cow and cat a little lower
- Click on leftmost set of arrows, the top one

Now ready to code. Click on “edit code”

- Click on the cow Terry
- See Procedures, things Terry can do

Click and Drag in code

- Drag in the Turn to face command and select Cary as the target.
- Then click on the cat Cary and drag in the turn to face command to select the cow Jerry
- Click run and they turn
Add the following

• The cat says “watch what I can do” then jumps over the cow
• The cow says “Whoa!!!” and moves forward a little
• The cow turns around
• The cat turns around

Code would be:

Make some changes to do code at the same time with “do together”

• Have the cow say Whoa as the cat is jumping over the cow
• As the cat comes down out of the jump have the cow move forward
• At the end have the two animals turn at the same time.

Final Code