

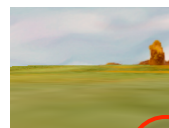
Gold Rush Project Directions


Assignments due at the end of the unit:

1. Answer the Creative Thinking Worksheet questions on a separate piece of paper, due the second day of the unit.
2. View the *Yosemite – Two Points of View* video and read the Primary Sources handout. Be ready to discuss the handout the day after it is given out in class.
3. Create your own GoldRush Alice world. It should contain at least 4-7 objects (no more than 7), and speech text. The objects and text in the scene should illustrate the tensions that existed between the Native Americans and the white settlers during the California Gold Rush from either the Native American or the settler's point of view. The scene should include at least one fact or idea from the Primary Source document.
4. Write an essay that shows your understanding of both the Native American and the settler's point of view during this time period. Provide evidence from the Primary Source document to support those points of view. Include a topic sentence, body and conclusion. Use correct grammar, spelling, and punctuation. The essay is due on the last day of the unit. See the grading rubrics at the end of this sheet.

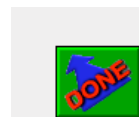
How to Create Your GoldRush Alice World

1. Open the Alice application. In the window titled "Welcome to Alice!" click the tab called Templates. Click open "dirt". This will be the "ground" in your GoldRush world.
2. Click the File menu at the top left, and pull down to SaveWorldAs and click. In the box that says Save In: navigate to the folder where your teacher wants you to save your file. In the box that says File Name: type GoldRush_LastNameFirstInitial (the underscore between Rush and Last is made by holding the shift key and hitting the hyphen key next to the zero). For example, GoldRush_SontagM. Do not put a blank space between words. Click the Save button. Every time you save, click File/SaveWorldAs, and be sure that you save to this file every time.



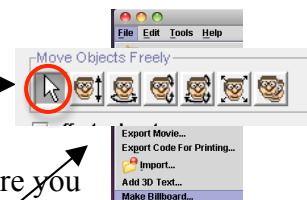
3. Click the little green button ADD OBJECTS. 
4. At the bottom, of the next screen, click on the Home/Local Gallery file folder. Then find the blue scroll bar at the bottom of the screen, and pull it to the right until you see the GoldRush folder. Click this folder to see the kinds of objects you can drag into your scene. Slide the blue bar to the far right to locate the **OldWestTerrain**. Double-click to add the OldWestTerrain to your scene window, or click "add the instance to the world", or drag the OldWestTerrain to the world's window.

5. Next, add a character that you will use in your story. Who will speak first? An Native American? A Native Girl? A cowboy, or a sherriff? Drag the characters that will be in your story into the window of your world. What other items will you need to tell your story? A saloon, a canoe, a buffalo, a horse? Drag the items you need into the world. Don't worry about placing them in position. **Do not** move your scene with the blue arrows. Just get all the characters and objects in the world. You will position them later. Remember, you shouldn't have more than seven objects in your world. When you have all your characters in your world, click the DONE button.



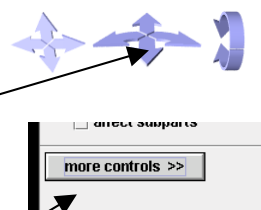
6. Save the file again by going to File/SaveWorldAs... If at any point you make a mistake that you can't undo, go to File/OpenWorld and reopen your GoldRush_LastNameFirstInitial file.

7. The objects of your characters will be one behind the other, or look like they are on top of each other. Make sure the cursor on the right side of the screen is clicked, so that it says "Move Objects Freely". Then, click on one of the pictures and drag it to the side. Place the pictures where you want them in the scene. If you click and hold the mouse on an object, then push the mouse forward, the object moves further back into your scene.

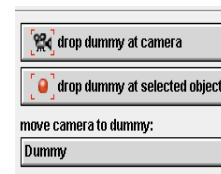


8. Try clicking on the different buttons with faces. For example, if you brought a hawk into the scene, click the first face to move objects up and down, then click on the hawk to drag it up into the sky. If you move an object by mistake, you can always click the Undo button at the top of the screen.
9. If you have objects that you will want to use in a different scene in your world, just put these objects off to the side of the screen for now, and work with the objects that you will use in your first scene (dialog).

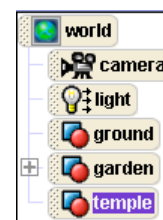
10. Now lick the different blue arrowheads beneath your scene window to see how they affect your scene. If you lose site of your scene, click Undo. Don't move the left or right 4-headed arrows too much. You should mostly just use the middle 4-headed arrow.



11. When you have placed your objects and scene where you want your dialog to begin, click the button on the right that says "more controls." Next, click the button that says "drop dummy at camera," then click the DONE button. Notice that your scene is now smaller than it was when you clicked ADD OBJECTS, and the gallery of objects on the bottom is replaced with what looks like a file folder named world.my first method.



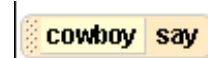
12. Go to the top left of the screen to locate a list of objects called the Object Tree. The first item on the list is world. The next object is the camera, the light, ground, garden, philosophers, and finally a folder called Dummy Objects. Click the plus sign to the left of Dummy Objects. The folder opens to reveal an object called dummy. Right click (or control click) on the dummy object, and a pull-down menu appears. Pull down to "rename", and change the object's name to tripod1 and enter. This places sort of a "bookmark" at the beginning of scene 1. Later, you can move the scene to a new area in the world, for example, to a river or lake. Then you will be able to drag your other characters into this next scene, and create a tripod2 (dummy2) so that you will also have a "bookmark" at the beginning of scene 2.



13. Review the Primary Sources sheet. Choose one of your characters that will speak first. Use a combination of your own words and primary source texts to start a conversation. Write out the a dialog on a piece of paper that illustrates the tension between the Native Americans and the settlers.

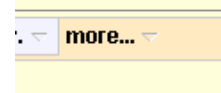
14. In the Object Tree, click on the **world** so that it is highlighted. Below the Object Tree, find the area that says “world’s details.” Underneath this, locate the button that says “create new method.” Click this button. A new box appears that says Name. Inside this box, type _____Speaks1. The blank line represents the name of the character that will speak first. If you want the cowboy speaks first, then type CowboySpeaks1. Use a capital letter to type the character’s name and the word Speaks, and without adding spaces, type 1. When done, click OK.

15. Notice that the “file folder” in the middle now says world.CowboySpeaks1 (or whatever your character’s name is). In the Object Tree, click on the name of your character (for example, cowboy). Make sure this character’s name is highlighted in the Object Tree on the top left, then look below the Object Tree to the area called details. Find the peach-colored “band-aid” in the details box that says “say”, such as “cowboy say”.

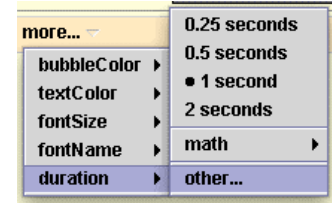


16. Click and hold your mouse on the name of your object’s “band-aid” and, while holding the mouse down, drag the character’s “say” band-aid to the right into the area of the CowboySpeaks1 method that says Do Nothing. When you release the mouse, a drop-down menu appears. Pull down to the word “other”. A box appears that says “Enter a string:”. In this area, type the dialog you wrote down for this character to say. You can always edit this text later. When done, click OK.

17. Find the word more... at the end of the text you typed, and click the downward-pointing triangle that appears after the word more.... Click the triangle, then pull down to the word duration; then slide to the right to the word that says other.



18. Click on the word other, and a calculator will appear. Type in the number 5 on the calculator, then click okay. This will make your text stay on the screen for five seconds, giving your readers enough time to read the text. If you think it will take more or less than five seconds to read the text, type in the number of seconds you think it will take.



19. Go to the top right and locate the area that says Events, and the “band-aid” that says “When the world starts, do world.my first method”. Click the triangle to the right of this band-aid, and pull it down to CowboySpeaks1 (or whatever the name of your first method is). Now, click the Play button at the top left to watch your scene’s animation. To make your screen larger, click and drag the bottom right corner of the scene to the right. Click Stop when finished. Save your file to the correct folder.

20. If you are using a MAC, the sky turns dark when using text bubbles. To fix this problem, click on the **world** in the Object Tree. Go to the world’s details and click on the tab that says “properties”. Find the “band-aid” that says ambientLightBrightness. Change the number to 8. Now click play again, and you will notice that the world does not turn dark. You don’t have to make this change on a PC.

21. Next, decide what your second character will say in response to the first character. Again, review the Primary Sources document, but also use your own words so that the conversation flows naturally. Click on the **world** again in the Object Tree. Click “create new method”

- under the Object Tree. Name the method NativeAmericaniSpeaks1 (or whatever the name of your second character is). Notice that a new tab is added at the top of the “file folders” with this name. Repeat steps 14-18 to type in the text that you want your second character to say. Before playing the new method for the second character, be sure to change the Events “band-aid” to read When the world starts, do (the name of your second method).
22. Next, you may want to move your characters so that they show some body language when they speak. First, click the tab for your first character’s method so that his “file folder” is open in the middle. Next, click on the first character’s name in the Object Tree. Notice that, if you click the plus + sign to the left of the character’s name, more body parts for the character become available. Click on the body part you want to move.
 23. In the character’s details box, make sure the tab for “methods” is clicked. Then find the “band-aid” that will move the body part that you want to move. For example, if you clicked on the cowboy, and you want to turn his head a little to the left so that he is looking more at the character he is talking to, make sure you have clicked his head in the Object Tree. First, click the cowboy in the Object Tree, then the chest “band-aid”, then the band-aid for his neck, and then the head band-aid the Object Tree. With the head highlighted, look below in the details box, and click, hold and drag the **head turn** band-aid over to the right, and place it underneath the cowboy “say” band-aid.
 24. When you release the mouse, a drop-down menu shows up – pull down to the word “left”, then pull down to the word “other” at the bottom of the list, and click. A calculator will show up. Type in the number .1. This will turn his head 1/10th of a revolution to the left. Make sure the Events band-aid is pulled down to start the world on world.CowboySpeaks1, then click play to see if he moves his head the way you want it to move. Make changes if necessary. For example, if .1 is too much, just click the white area that says .1 revolutions, and the menu will drop down again to reveal “other”. Click other, and change the calculation to .05 and click play again. Go to File/SaveWorldAs to save the file once more.
 25. You probably want the character to move at the same time he speaks. To do this, locate the purple “Do together” band-aid at the bottom of the screen. Click, hold, and drag the Do together band-aid up underneath the turn band-aid. Next, click on the left side of the “say” and “turn” band-aids, and drag them into the Do together box. Click play again, and watch your character move at the same time he speaks. If you click the triangle on the word “more” to the right of the turn band-aid, you can make the character move more slowly by pulling down to “duration”, and choosing a slower speed, such as 2 seconds.
 26. To add more methods, dialog, and movement, repeat steps 13-25. Be sure to review the Primary Source document, and the **Rubric to Grade GoldRush Alice World**. When finished, save your world to the appropriate folder.
 27. Click on the world in the Object Tree, and click on the worldmy first method tab so that this tab opens its file folder. Drag all of the methods from the world’s details’ box into the world.my first method folder. Drag them in the order that you want them to appear.
 28. Make sure that the Events box is set to “When the world starts, do world.my first method. Hit play and watch the entire world. Fix any errors.

29. Your GoldRush Alice world is due at the end of the project.

How to Add a Second Scene

1. Click the ADD OBJECTS button so that you move to the view that enlarges your scene. Click and hold the mouse on the **right arrow** of the **middle** of the three blue arrows. This moves your camera to the right. Stop before you lose sight of any characters you brought into scene 1 that do not talk in scene one, and that you want to take with you to scene 2. Drag these characters to the right. Then continue to move the camera right until you no longer see the characters that talk in scene 1. (Do a combination of moving the camera to the right, then clicking on your scene2 character(s) and continue to move the character(s) to the right with the mouse. When you have finally moved your character(s) far enough to the right so that you no longer see the characters in scene 1, position the characters to have a conversation in this new setting. You must drop all the characters you will put in scene 2 when you are at scene 1, because if you bring them in after moving the camera to scene 2, the program still drops these characters back and scene 1.



2. After you have positioned your characters for their conversation in scene 2, click the button that says “drop dummy at camera.” Now you have a “bookmark” at the beginning of scene2. Next, click the button under “move camera to dummy:” and pull down to tripod1 so that the scene will start from the beginning when you view it. Click DONE to go back to the methods.



3. Click the Dummy Objects folder in the Object Tree, and find the dummy2 object. Rename it to tripod2. Click on the **world** in the Object Tree. In the world’s details box, click “create new method”, and name it Scene2.
4. Click on the camera in the Object Tree. In the camera’s details box, locate the **camera set point of view to** band-aid, and drag it into the “Do Nothing” box in the Scene2 method. Pull down to locate the DummyObjects, then pull over to tripod2 and click.
5. Click on the world in the Object Tree, and click on the worldmy first method tab so that this tab opens its file folder. If you haven’t already done so, drag all of the methods from the world’s details’ box into the world.my first method folder. Drag them in the order that you want them to appear. At the end of the list, drag in the Scene2 .
6. Make sure that the Events box is set to “When the world starts, do world.my first method. Hit play and watch the entire world. Fix any errors.
7. Create new events for any other character’s conversations in scene 2, following the steps in #13-25.

Rubric to Grade GoldRush Alice World

Grade	Criteria
5	4-7 objects used in the world (no more than 7). Each object relates to the scene(s). All narration supports the points of view illustrated in the scene(s). The scene(s) clearly illustrate(s) the tension between the Native Americans and the settlers. The scene(s) include(s) information illustrating both points of view as provided in the Primary Source document.
3-4	3 or more objects are used in the world, and most of the objects relate to the scene(s). Most of the narration supports the points of view illustrated in the scene(s). The scene(s) include(s) at least two ideas or pieces of information provided in the Primary Source document.
1-2	1 or more objects are used in the world, but many do not relate to the scene. The narration does not clearly support the point of view illustrated in the scene, or the scene doesn't illustrate a clear point of view. The scene includes one or no ideas or pieces of information provided in the Primary Source document.

Rubric to Grade Gold Rush Essay

Grade	Criteria
5	The essay clearly supports the perspective of the Native Americans and the perspective of the settlers during the California Gold Rush. Information from the Primary Source document is creatively used throughout the essay to support the given points of view. The essay has a clear topic sentence, body, and conclusion that use correct grammar, spelling, and punctuation.
3-4	The essay supports the perspective of the Native Americans and the perspective of the settlers during the California Gold Rush. Information from the Primary Source document is sprinkled throughout the essay to support the given points of view. The essay has a topic sentence, body, and conclusion. The essay mostly uses correct grammar, spelling, and punctuation.
1-2	The essay does not clearly support both the perspective of the Native Americans and/or the perspective of the settlers during the California Gold Rush. The essay does not use information from the Primary Source document to support the given points of view. The essay has a weak topic sentence or no topic sentence. The body information lacks clear organization. There is a weak (or no) conclusion. Errors in grammar, spelling, and/or punctuation hinder the clear meaning of the sentences.

<http://www.timetrek.org/index2.htm>

<http://www.cs.duke.edu/csed/alice/aliceInSchools/workshop08/tutorials.php>