# Worksheet 3: Beaded Bag Coding Worksheet

**Name:** _____    **Date:** _____

**Computer #:** _____

This worksheet is to help you plan events and methods to animate the beaded bag story.

1. In Alice, you can use a character's `say` method to have the character speak. Choose one of the characters depicted in the beaded bag, and have them say something in your animation. What will you have them say?

2. In Alice, you can use an object's `move` method to move an object. Choose an object or a character depicted in the beaded bag, and have it move. Where will you move the object?

3. In Alice, you can use an object's `move toward` method to move an object toward another object. Choose an object or a character depicted in the beaded bag, and have it move toward another object. What objects did you pick? Which object will move?

4. **Optional:** In Alice, you can use the `do together` method to have two objects or characters do an action together. Choose two objects depicted in the beaded bag, and have them do an action together. What objects did you pick? What will they do together?

5. You are welcome to create even more events and methods. If you do, explain what they do, and how you used them on objects you choose.