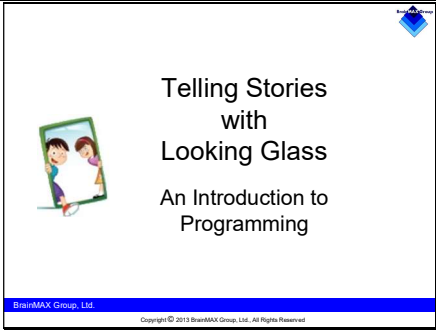

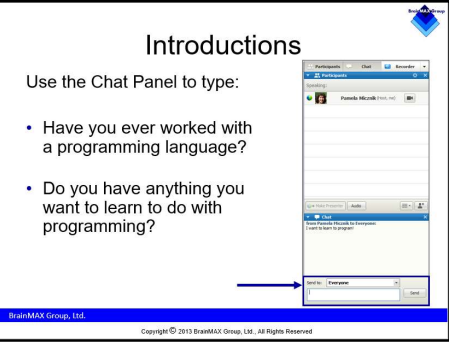
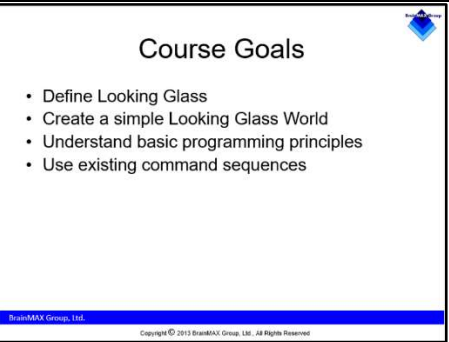



Looking Glass 101

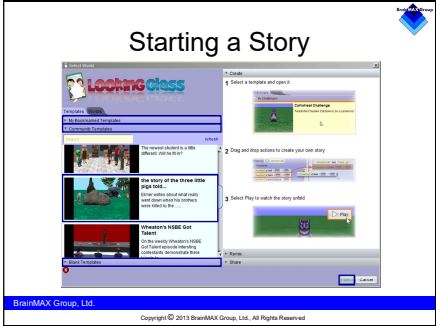

Instructor Notes

Slide #	Slide	Instructor Notes
Slide 1		<p>To Do:</p> <ul style="list-style-type: none"> • Set up WebEx 45 minutes before class (See Leader Guide for specifics) • Print class roster
Slide 2		<ul style="list-style-type: none"> • Introduce yourself
Slide 3		<p>Introductions - 5 minutes</p> <ul style="list-style-type: none"> 🔊 Let's take a few minutes to warm up and get to know each other. 🔊 Use the chat window whenever you want to ask a question and don't want to come off mute. 🔊 For now, answer the questions on the screen.
Slide 4		<ul style="list-style-type: none"> • Review course goals as listed on the screen.

Slide #	Slide	Instructor Notes
Slide 5	<div data-bbox="378 226 808 556"> <p style="text-align: center;">What is Looking Glass?</p> <ul style="list-style-type: none"> • Used to create 3D movies (stories) • Created at Washington University • Learn programming <p style="font-size: small;">BrainMAX Group, Ltd. Copyright © 2013 BrainMAX Group, Ltd. All Rights Reserved</p> </div>	<p>Looking Glass Overview - 5 minutes</p> <ul style="list-style-type: none"> 🔊 Before we get started with the Looking Glass program, let's discuss what it is. 🔊 Looking Glass is a software program designed to make 3-dimensional story-telling fun and easy for kids, while they learn the basics of programming.
Slide 6	<div data-bbox="378 793 808 1123"> <p style="text-align: center;">What will we do in class?</p> <ul style="list-style-type: none"> • Explore Looking Glass Stories • Create a Story • Learn basic commands • Use groups of commands from other stories <p style="font-size: small;">BrainMAX Group, Ltd. Copyright © 2013 BrainMAX Group, Ltd. All Rights Reserved</p> </div>	<p>Class Objectives - 5 minutes</p> <ul style="list-style-type: none"> 🔊 Our objectives are to introduce you to the Looking Glass program and to give you the basic tools to create animated stories and games. 🔊 To do this we will: <ul style="list-style-type: none"> 🖱️ Click - Explore stories and templates that already exist within the program and on the Looking Glass website 🖱️ Click - We will create a Story from scratch 🖱️ Click - Learn basic programming commands to make the characters move. 🖱️ Click – Learn how to use programming commands together.
Slide 7	<div data-bbox="378 1392 808 1722"> <p style="text-align: center;">Create Your Own 3d Movies</p>  <p style="font-size: small;">BrainMAX Group, Ltd. Copyright © 2013 BrainMAX Group, Ltd. All Rights Reserved</p> </div>	<ul style="list-style-type: none"> 🔊 With Looking Glass you can create your own 3 dimensional movies! 🔊 This is an example of a movie that someone else created and posted to the Looking Glass website. 🔊 You will decide everything about the movie, where it is, who is in it, what they will do and even from which angle the camera will film the action!

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Instructor Notes

Slide #	Slide	Instructor Notes
Slide 8	<h3 style="margin: 0;">Starting a Story</h3> 	<ul style="list-style-type: none"> 🔊 When you first open up the Looking Glass program, you are given the options of: 🖱️ Click - Opening Templates that you have already discovered and book marked. 🖱️ Click - Using Community Templates as a starting point for a story you will create. 🖱️ Click - Or, starting your story from scratch, with a Blank Template. 🖱️ Click - We will be examining a pre-existing world.
Slide 9	<h3 style="margin: 0;">Exploring Looking Glass</h3> 	<ul style="list-style-type: none"> 🔊 Once you choose your template, you arrive on the My Story area. 🖱️ Click - You can see the initial scene, with the characters and props. 🖱️ Click - When you click the Play button, another window will open and you can preview the entire movie in another window. 🖱️ Click - The Play & Explore button opens yet another window where the movie plays and you can see the exact command the animation is using in real time.