**Workshop Description**

The Alice Project at Carnegie Mellon University will host an Alice 2 Workshop for interested teachers, July 18 – 22, 2016. Join us on the Carnegie Mellon University campus in Pittsburgh, PA, for a 4 ½ -day workshop designed especially for teachers who want to learn how to use the Alice 2 software as an educational tool. Workshop participants should plan to arrive in Pittsburgh on Sunday, July 17 and depart Friday, July 22.  The last session for the workshop will end on July 22 at 12:00 pm.

Working with nationally recognized experts in Alice 2, a tool developed at Carnegie Mellon, teachers in these workshops will explore the Alice 2 programming environment as an effective and engaging tool for introducing students in middle school through first-year college-levels to fundamental programming concepts and Computer Science. We will also explore how Alice 2 can be used in multi-disciplinary projects.

Alice 2 is a freely available teaching tool designed to introduce and expand student skills in computational thinking, problem solving, and computer programming, particularly in middle school to early high school. Its innovative 3D programming environment and 3-D objects (e.g., people, animals, and vehicles) populate a virtual world and allow students to learn fundamental programming concepts in the context of creating animated movies and simple video games.

In Alice 2's interactive interface, students drag and drop graphic tiles to create a program, where the instructions correspond to standard statements in programming languages such as Java, C++, and Python. Alice 2 allows students to immediately see how their animation programs run, enabling them to easily understand the relationship between the programming statements and the behavior of objects in their animation. By manipulating the objects in their virtual world, students gain experience with all the fundamental programming concepts and constructs typically taught in an introductory computing and programming curricula.