General Notice:  
The latest version of Alice has a revised *move to* instruction. Instructions using *move to* no longer include the word “position.” For example, an instruction such as

```
whichPerson move to firetruck’s position
```

should now appear as

```
whichPerson move to firetruck
```

Example programs in Chapters 5 and 6 are affected.

Page 33  
In the 3rd paragraph 5th sentence, the phrase “backLeftUpperJoint subpart” should be “backLeftLegUpperJoint subpart”.

Page 60  
Figure 3-2-5, questions are now labeled as functions in Alice.

```
world's details
properties methods functions

c math

a == b  is equal to
a != b  is not equal to
a > b    is greater than
a >= b   is greater than or equal to
a < b    is less than
a <= b   is less than or equal to
```

Page 60  
The last paragraph asks the reader to drag an If tile into the editor. If students are following along in the text and creating the code as they read through the text, then students will already have an *If* statement in the editor (from instructions on the previous page). The previous *If* statement should be removed before creating the new one.

Page 83  
The text indicates that an object in this example was renamed. To find an illustration of how to perform a *rename* action, look on page 100.
Figure 4-3-15. In the latest version of Alice, the ice skater's thighR is now named rightLeg.

Figure 4-3-16. In the latest version of Alice, the ice skater's thighR is now named rightLeg.
The text describes a technique of selecting an object (homer) from the popup menu and then substituting a parameter (victim). This subterfuge technique is no longer necessary. Alice has been updated to allow the selection of "expression." The expression option allows selection of the object, homer. Figure 5-2-8 should now be:
Figure 5-2-9 was chopped at the bottom and had the old version of the *move to* instruction. The new Figure 5-2-9 is:

```
World.specialEffects (Obj) victim

No variables

/* Do in order

// lightning strike */

/* Do together */

lightning ← move to victim ← more...

smoke ← move to victim ← more...

/* show effects of lightning on target */

smoke ← set opacity to 1 (100%) ← duration = 0.5 seconds ← more...

lightning ← set opacity to 0 (0%) ← duration = 0.5 seconds ← more...

smoke.cycleSmoke

victim ← set color to # black ← duration = 0.5 seconds ← more...

/* Do in order */

victim ← move up ← .05 meters ← duration = 0.25 seconds ← more...

victim ← move down ← .05 meters ← duration = 0.25 seconds ← more...

/* smoke finishes */

smoke ← set opacity to 0 (0%) ← more...

smoke ← move down ← 5 meters ← more...
```

Page 154
The last sentence of next-to-last paragraph: "makeing" should read "making"

Page 160
The Zeus world from Chapter 5 is continued here. If Chapter 5 has been skipped, the instructor will need to provide that world as a starting example.

Page 177
"6-2 Projects" should read "Projects"

Page 200
"7-2 Projects" should read "Projects"

Page 226
"8-2 Projects" should read "Projects"

Chapter 8, project 2. The skeleton can be found in the spooky folder on the local gallery (not the graveyard folder on the web).

Page 247
"9-2 Projects" should read "Projects"

Chapter 9, project 1. The phantom house is now called HauntedHouse
Page 260
Figure 10-1-17, the initial value should be 0, as shown here:

![Image of a dialogue box for creating a new variable with 'direction' as the name, 'Number' as the type, '0' as the value, and options for make a list]

Page 292
Figure A-1-20, labels of several buttons should be modified as shown below.

![Diagram showing the labels of buttons to be modified: Move objects freely, Up or down, Turn left or right, Resize, and Copy are labeled.]