

Planned Course: Digital Animation	Course Number: AH806	Department: Fine Arts and Digital Arts	
Unit: Intro to Animation	Grade Level: 9-12	Board Approval Date: 08/22/2016	
Estimated Time: 1.5 weeks	Level/Track: Elective		
PA Academic Standards	Core Concepts (in question format) • Skills/Knowledge	Activities/Strategies/Study Skills (identify some activities as remedial or enrichment activities)	Assessments (include types and topics)

<p>9.1.12.C: Integrate and apply advanced vocabulary to the arts forms.</p> <p>9.2.12.C: Relate works in the arts to varying styles and genre and to the periods in which they were created</p> <p>9.2.12.L: Identify, explain and analyze common themes, forms and techniques from works in the arts</p> <p>9.4.12.B: Describe and analyze the effects that works in the arts have on groups, individuals and the culture</p>	<p>▶ What is Animation and why/how is it relevant in today’s society?</p> <p>▶ How did animation come into being and what is its main purpose?</p> <p>▶ What is a guiding principle and why is it important to follow them regardless of the subject?</p>	<p>1) Play the chronology game – try to guess which animation was completed in each decade by using cultural, color, sound, storyline and effects cues.</p> <p>2) Discuss the history of animation in conjunction with playing the chronology game.</p> <p>3) Read about, watch demonstrations on & practice sketching many of the 12 basic animation principles over the course of several class periods.</p> <p>4) Watch several animated “shorts”, define <i>animated short</i> and discuss several of the animation principles found in each.</p>	<p>1) Informally assess participation in Chronology Game and subsequent discussion</p> <p>2) Formally grade sketches related to the 12 basic animation principles</p> <p>3) Informally assess discussion related to animated shorts.</p>
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