

<b>Planned Course: Digital Animation</b>	<b>Course Number: AH806</b>	<b>Department: Fine Arts and Digital Arts</b>	
<b>Unit: Digital Animation</b>	<b>Grade Level: 9-12</b>		
<b>Estimated Time: 4.5 Weeks</b>	<b>Level/Track: Elective</b>	<b>Board Approval Date: 08/22/2016</b>	

<b>PA Academic Standards</b>	<b>Core Concepts (in question format)</b> • Skills/Knowledge	<b>Activities/Strategies/Study Skills</b> (identify some activities as remedial or enrichment activities)	<b>Assessments</b> (include types and topics)
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<p><b>9.1.12.A:</b> Know and use the elements and principles of each art form to create works in the arts and humanities (<b>Elements:</b> Color, Line, Shape,) (<b>Principles:</b> Movement, Unity, Rhythm)</p> <p><b>9.1.12.B:</b> Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review, and revise original works in the arts.</p> <p><b>9.1.12.C:</b> Integrate and apply advanced vocabulary to the arts forms.</p> <p><b>9.1.12.D:</b> Demonstrate specific styles in combination through the production or performance of a unique work of art</p> <p><b>9.1.12.G:</b> Analyze the effect of rehearsal and practice sessions.</p> <p><b>9.1.12.K:</b> Analyze and evaluate the use of traditional and contemporary technologies</p>	<p>▶ How does physics relate to digital animation? - Function Editor - Properties - Motion Paths</p> <p>▶ How do digital “Bones” relate to real Bones?</p> <p>▶ Why are “Bones” important in character animation?</p> <p>▶ What kind of impact can digital animation have on today’s population? - babies - kids - teens - adults - seniors</p>	<p>1) Discuss, Demo and practice motion paths and utilizing keyframing and tweening techniques.</p> <p>2) Discuss, Demo and practice Properties and the Function Editor.</p> <p>3) Discuss, Demo and practice cut-out animation and Bones.</p> <p>4) Create a compelling storyboard for the digital animation project.</p> <p>5) By either using or not using bone technology create this traditional animation project.</p>	<p>1) Informally assess participation in motion paths, keyframing, tweening, Properties, Function Editor, cut-out animation and bones practices demos and discussions during class.</p> <p>2) Formally assess storyboard for project.</p> <p>3) Informal assessment of class participation and work ethic during project creation.</p> <p>4) Reflect upon the process of digital animation (bones or no bones) and their results via: a) A formal summative evaluation of the project in written form. b) An informal showing of the piece with a subsequent discussion of the results.</p>
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<p>in furthering knowledge and understanding in the humanities.</p> <p><b>9.2.12.E:</b> Analyze how historical events and culture impact forms, techniques and purposes of works in the arts</p>			
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