

Board Approval Date: 08/22/2016

THE NORTHAMPTON AREA SCHOOL DISTRICT
PLANNED COURSE FORMAT: UBD UNIT PLAN FORM

Name of Course: Web Design and Animation	Grade Level: 9-12
Name of Unit: Getting Started with Flash, Drawing Objects in Adobe Flash, Working with Symbols and Interactivity, Creating Animations, and Creating Special Effects	Unit Duration: 12 weeks

Pennsylvania Academic Standards

Pennsylvania Academic Standards—Science and Technology and Environment and Ecology—Subject Area 3

PA 3.6 Technological Education

3.6.12.B: Analyze knowledge of information technologies of processes encoding, transmitting, receiving, storing, retrieving and decoding.

PA 3.7 Technological Devices

3.7.10.C: Apply basic computer operations and concepts.

3.7.10.D: Utilize computer software to solve specific problems.

3.7.12.C: Evaluate computer operations and concepts as to their effectiveness to solve specific problems.

3.7.12.D: Evaluate the effectiveness of computer software to solve specific problems.

3.7.12E: Assess the effectiveness of computer communications systems.

PA 3.8 Science, Technology and Human Endeavors

3.8.12: Evaluate the consequences and impacts of scientific and technological solutions.

Pennsylvania Academic Standards—English—Reading, Writing, Speaking, and Listening—Subject Area 1

PA 1.1: Reading Independently

1.1.12.A: Apply appropriate strategies to construct meaning through interpretation and to analyze and evaluate author's use of techniques and elements of fiction and non-fiction for rhetorical and aesthetic purposes.

PA 1.5: Quality of Writing

1.5.12.A: Write with a clear **focus**, identifying topic, task, and audience.

1.5.12.B: Develop content appropriate for the topic.

1.5.12.D: Write with an understanding of **style** using a variety of sentence structures and descriptive word choices. Create **tone** and **voice** through the use of precise language.

1.5.12.E: Revise writing to improve style, word choice, sentence variety, and subtlety of meaning after rethinking how questions of purpose, audience, and **genre** have addressed.

1.5.12.F: Use grade appropriate **conventions of language** when writing and editing.

PA 1.6: Speaking and Listening

1.6.12.A: Listen critically and respond to others in small and large group situations.

1.6.12.B: Demonstrate awareness of audience using appropriate volume and clarity in formal presentations.

Overview of the Unit (description):

This unit will focus on getting started with Adobe Flash CS5 and teach students the basics of navigating the software to create compelling interactive experiences. Students will learn how to get started with Flash, use drawing objects, work with symbols and interactivity, create animations, and create special effects. Several projects are presented that allow students to apply the skills they have learned in a chapter.

Enduring Understandings	Assessments Used to Show the Student's Enduring Understanding	Essential Content & Skills
<p><i>Specifically, what developed insight(s) and/or developed skills(s) must a student acquire to truly understand the topic? What one, two or three developed ideas should students remember years from now after forgetting the small details?</i></p> <p>Adobe Flash CS5 is a development tool that allows you to create compelling interactive experiences. Students will learn to use the program to understand it's role in creating entire web sites and developing animations that can be used in websites, product demonstrations, banner ads, online tutorials, and electronic greeting cards. Students will also learn its role in creating applications, such as games and simulations, which can be delivered over the web and on DVDs. Students will also become proficient with using the drawing tools and tools for creating interactive controls, such as navigation buttons and menus. Students will also gain the ability to incorporate audio and video into their applications. During this unity, students will be exposed to the value of creating streaming content to see a continuous display of images.</p>	<p><i>What assessments will be used to show acceptable evidence of the students' acquisition of the PDE/NBEA Standard and the enduring understanding(s)? Attach the summative assessment(s) and rubric(s) that assess(es) the students' different levels of understanding.</i></p> <p>Summative Assessment(s): Students will apply skills learned in chapters 1, 2, 3, 4, and 5 and in class discussions to create full animation based web sites and animations using the tools panel in Adobe Flash CS5.</p> <p>Formative Assessments:</p> <p>Projects:</p> <ul style="list-style-type: none"> • Chapter 1, 2, 3, 4, and 5 Guided Practice (Unique to each chapter) • Chapter 1, 2, 3, 4, and 5 Skills Review (Unique to each chapter) • Chapter 1, 2, 3, 4, and 5 Project Builder 1 (Ultimate Tours, Cumulative) • Chapter 1, 2, 3, 4, and 5 Portfolio Project (Cumulative) <p>Forums→Ongoing</p> <ul style="list-style-type: none"> • Technology 	<p><i>What specific concepts, information and skills are necessary for students to achieve true understanding and complete the summative unit assessment(s)? What materials must be meaningfully incorporated into the instruction?</i></p> <p>Concepts and Information:</p> <p>I. Getting Started with Adobe Flash CS5</p> <ul style="list-style-type: none"> • Explore the Flash Workspace • Open a document and play a movie • Create and Save a movie • Work with the timeline • Distribute an Adobe Flash movie • Plan an application or a website <p>II. Drawing Objects in Adobe Flash</p> <ul style="list-style-type: none"> • Use the Flash drawing and alignment tools • Select objects and apply colors • Work with drawn objects • Work with text and text objects • Work with layers and objects <p>III. Working with Symbols and Interactivity</p> <ul style="list-style-type: none"> • Create symbols and instances • Work with libraries • Create buttons • Assign actions to frames and

	<ul style="list-style-type: none"> • Current/best coding practices with ActionScript • Animation based web site design • Flash and its role in mobile applications • Flash and its role in the gaming industry • Animation based design and advertisement and its role in the business world 	<ul style="list-style-type: none"> • buttons • Import graphics <p>IV. Creating Animations</p> <ul style="list-style-type: none"> • Create motion tween animations • Create classic tween animations • Create frame by frame animations • Create shape tween animations • Create movie clips • Animate text <p>V. Creating Special Effects</p> <ul style="list-style-type: none"> • Create a mask effect • Add sound • Add video • Create an animated navigation bar • Create animations using inverse kinematics • Create 3D Effects • Use the Deco tool <p>Materials:</p> <ul style="list-style-type: none"> • Adobe Dreamweaver CS5 • Computers with Internet access • Projector • Textbook: The Web Collection CS5Revealed • Schoology access • Project rubrics • Data files to accompany textbook
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