

DESE Model Curriculum

GRADE LEVEL/UNIT TITLE: 11-12/Create Animations

Course Code: 034356 CIP Code: 11.0103

COURSE INTRODUCTION:

Course Rationale: This course addresses the technological skills required of students to create effective electronic presentations for the companies employing them. The demand for multimedia knowledge and ability to apply it will continue to expand as businesses utilize multimedia functions including graphics, audio, video, web pages, and electronic presentations.

Course Description: Students will work with multimedia software to develop electronic presentations. They will learn how to manipulate text, art and graphics, photography, animation, audio, and video for presentations in various media formats.

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UNIT DESCRIPTION: Create and edit animations using a variety of animation software.		SUGGESTED UNIT TIMELINE: CLASS PERIOD (50 min.): Five to eight class periods				
ESSENTIAL QUESTIONS: <ol style="list-style-type: none"> 1. How is animation used to convey or improve information? 2. What is the most effective animation for the intended media? 						
ESSENTIAL MEASURABLE LEARNING OBJECTIVES	CCSS LEARNING GOALS (Anchor Standards/Clusters)	CROSSWALK TO STANDARDS				
		GLEs/CLEs	PS	CCSS	NBEA	DOK
1. Create frame-by-frame animations					IT.V.3.5	4
2. Create reusable symbols (e.g., button, movie, graphic)					IT.V.3.5	4
3. Apply motion and shape tweens					IT.V.3.5	2
4. Modify bitmaps (trace bitmap, convert to symbol)					IT.V.3.5	2
5. Use layers and object modification techniques (e.g., transform, alpha transparency, filters)					IT.V.3.5	4
6. Add interactivity to animations with buttons, menus, and scripting					IT.V.3.5	3
7. Explore advanced animation techniques (e.g., 3D)					IT.V.3.5	4
ASSESSMENT DESCRIPTIONS*: (Write a brief overview here. Identify Formative/Summative. Actual assessments will be accessed by a link to PDF file or Word doc.)						
Students will create an animated drawing. Gif Animation project.pdf						
*Attach Unit Summative Assessment, including Scoring Guides/Scoring Keys/Alignment Codes and DOK Levels for all items. Label each assessment according to the unit descriptions above (i.e., Grade Level/Course Title/Course Code, Unit #.)						

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Obj. #	INSTRUCTIONAL STRATEGIES (research-based): (Teacher Methods)
1 - 7	1. Teacher will demonstrate use of animation software.
Obj. #	INSTRUCTIONAL ACTIVITIES: (What Students Do)
1 - 7	1. Students will create animated .swf files using animation software. Gif Animation project.pdf
UNIT RESOURCES: (include internet addresses for linking)	