

Animation I - Unit 1 - Fundamentals of Animation

Unit Focus

In this unit students will learn the fundamental tools and techniques of animation. They will apply these skills to successfully communicate the idea of a word in a 10 second animation. Students will learn through the process of planning collaboration and reflection while learning the basics of movement within the software application (e.g., Adobe Animate).

Stage 1: Desired Results

Established Goals	Transfer		
<p>Standards</p> <p>National Core Arts Standards <i>Visual Arts: HS Proficient</i> Synthesize: Synthesize and relate knowledge and personal experiences to make art. (VA:Cn10.1.HSI) Document the process of developing ideas from early stages to fully elaborated ideas. (VA:Cn10.1.HSI.a) Reflect - Refine - Continue: Refine and complete artistic work. (VA:Cr3.1.HSI) Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on, and plan revisions for works of art and design in progress. (VA:Cr3.1.HSI.a) Interpret: Apply criteria to evaluate artistic work. (VA:Re9.1.HSI) Establish relevant criteria in order to evaluate a work of art or collection of works. (VA:Re9.1.HSI.a)</p> <p>Other Goals</p> <p>Student Growth and Development 21st Century Capacities Matrix Design: Students will be able to engage in an appropriate process to refine their product. (MM.2.3)</p>	<p><i>Students will be able to independently use their learning to...</i></p> <p>T1 Develop and refine techniques and skills through purposeful practice and application to become more fluent</p> <p>T2 Create works of art to personally engage in the artistic process and/or communicate meaning</p>		
	Meaning		
	Understanding(s)	Essential Question(s)	
	<p><i>Students will understand that...</i></p> <p>U1 Animations bring visuals to life to express a feeling, mood, and/or meaning.</p> <p>U2 Evaluation of an artistic work is based on analysis and interpretation of established criteria that is helpful to the artist or deepens understanding of the work.</p>	<p><i>Students will keep considering...</i></p> <p>Q1 How do I use what I visualize/imagine and make it come to life?</p> <p>Q2 What (skill/technique) am I focusing on? How do I get better at this? How do I know I'm making progress?</p> <p>Q3 What am I learning or have I learned from creating this work of art?</p> <p>Q4 How can I use the creative cycle to refine my work?</p>	
	Acquisition		
	Knowledge	Skill(s)	
<p><i>Students will know...</i></p> <p>K1 Basic tools in Adobe Animate and identify their related icons</p> <p>K2 What the timeline is and how to add/remove/move keyframes</p> <p>K3 Vocabulary: keyframe, timeline, stage</p> <p>K4 How to squash and stretch an object in relation to its speed, timing, and mass (first principle of animation)</p>	<p><i>Students will be skilled at...</i></p> <p>S1 Planning and sketching ideas using a sketchbook</p> <p>S2 Drawing multiple frames of an object to create the illusion of movement.</p> <p>S3 Creating moving visuals through use of keyframes and timeline</p> <p>S4 Using shape tweens and motion tweens to transform graphics</p> <p>S5 Examining an animation to determine effectiveness given established criteria</p>		