Animation II - Unit 3 - Collaboration Animation Team Story

Unit Focus

In this unit students will work together in groups to animate a story. They will apply their learning from the previous units (character development, music video) to work together as a team to animate an idea. Students will learn by collaborating with one another by pitching ideas to the group and selecting the best ideas to move though the process of scripting, storyboarding, and producing an animation.

Stage 1: Desired Results

Established Goals	Transfer
Standards National Core Arts Standards *Media Arts: HS Proficient* Synthesize: Synthesize and relate knowledge and personal experiences to make art. *(MA:Cn10.1.HSI)* Access, evaluate, and integrate personal and external resources to inform the creation of original media artworks, such as experiences, interests, and cultural experiences. *(MA:Cn10.1.HSI.a)* Conceive: Generate and conceptualize artistic ideas and work. *(MA:Cr1.1.1.HSI)* identified generative methods to formulate multiple ideas, develop artistic goals, and problem solve in media arts creation processes. *(MA:Cr1.1.1.HSI.a)* Construct: Refine and complete artistic work. *(MA:Cr3.1.HSI)* Consolidate production processes to demonstrate deliberate choices in organizing and integrating content and stylistic conventions in media arts productions, demonstrating understanding of associated principles, such as emphasis and tone. *(MA:Cr3.1.HSI.a)* Refine and modify media artworks, honing aesthetic quality and intentionally accentuating stylistic elements, to reflect an understanding of personal goals and preferences. *(MA:Cr3.1.HSI.b)* Present: Convey meaning through the presentation of artistic work. *(MA:Pr6.1.HSI)*	*Students will be able to independently use their learning to...* T1 Create works of art to personally engage in the artistic process and/or communicate meaning T2 Make appropriate choices as a responsible, respectful participant within a communal artistic experience T3 Develop and refine techniques and skills through purposeful practice and application to become more fluent T4 Engage in critique to inform next steps or deepen examination of an artistic work

Meaning

Understanding(s)	Essential Question(s)
Students will understand that... U1 Artists' creative choices are influenced by their expertise, context, and expressive intent. U2 The context an artist provides as their work is being seen/viewed can have an impact on the audience.	*Students will keep considering...* Q1 How do I use what I visualize/imagine and make it come to life? Q2 What inspires me? Where do I get my ideas from? Q3 What (skill/technique) am I focusing on? How do I get better at this? How do I know I'm making progress? Q4 What am I learning or have I learned from creating this work of art?

Acquisition

Knowledge	Skill(s)
Students will know... K1 Know how to successfully work as a team to animate an idea	*Students will be skilled at...* S1 Using tools in animation software to transfer sketches to capture ideas from the storyboard S2 Collaborating with individuals to pitch ideas to the class S3 Bringing to life other team players ideas by collaborating and animating together as a team

Stage 1: Desired Results		
Evaluate and implement improvements in presenting media artworks, considering personal and local impacts, such as the benefits for self and others. *(MA:Pr6.1.HSI.b)* **Other Goals** Madison Public Schools Profile of a Graduate Collective Intelligence: Working respectfully and responsibly with others, exchanging and evaluating ideas to achieve a common objective. *(POG.3.1)* Product Creation: Effectively use a medium to communicate important information. *(POG.3.2)*		S4 Working in multiple documents and scenes to create a cohesive story from script to storyboard to production. S5 Working with the principles of animation and selecting one that will communicate their idea