

FOLSOM CORDOVA UNIFIED SCHOOL DISTRICT



Animation 1

CAC Approval Date: November 19, 2025 Board Approval Date: December 11, 2025	Course Length: 2 Semesters
Grading: A-F	Credits: 5 Credits per Semester
Proposed Grade Level(s): 9, 10, 11, 12	Subject Area: Elective, CTE, VAPA Elective Area (if applicable): Career Technical Education, Fine Arts
Prerequisite(s): N/A	Corequisite(s): N/A
CTE Sector/Pathway: Arts, Media, and Design: Animation	
Intent to Pursue 'A-G' College Prep Status: Yes	
A-G Course Identifier: (f) Visual and Performing Arts	
Graduation Requirement: Yes	
Course Intent: Site Specific Program (if applicable): CTE	
Folsom Cordova Unified School District 2024-2025 Nondiscrimination Statement The Folsom Cordova Unified School District prohibits discrimination, intimidation, harassment (including sexual harassment) or bullying based on a person's actual or perceived ancestry, color, disability, gender, gender identity, gender expression, immigration status, nationality, race or ethnicity, religion, sex, sexual orientation, or association with a person or a group with one or more of these actual or perceived characteristics. For questions or complaints, contact: Jim Huber, Ed.D., Assistant Superintendent, Educational Services Compliance Officer, Section 504 Coordinator, ADA Coordinator (students) jhuber@fcusd.org 916-294-9000 x 104580 Shannon Diaz, Director of Compliance Compliance Officer and Title IX Coordinator sdiaz@fcusd.org 916-294-9000 x 104415	

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The Folsom Cordova Unified School District does not discriminate on the basis of sex and prohibits sex discrimination in any education program or activity that it operates, as required by Title IX and its regulations, including in admission and employment.

Inquiries about Title IX may be referred to the Folsom Cordova Unified School District's Title IX Coordinator, the U.S. Department of Education's Office for Civil Rights, or both. The District Title IX Coordinator is:

Shannon Diaz, Director of Compliance
Compliance Officer and Title IX Coordinator
sdiaz@fcusd.org
916-294-9000 x 104415
1965 Birkmont Drive
Rancho Cordova, CA 95742

The District nondiscrimination policy can be located at:

<https://www.fcusd.org/district/about-us/nondiscrimination-statementpolicy>

The District's nondiscrimination complaint procedures can be located at:

Students: <https://www.fcusd.org/departments/compliance/complaints/uniform-complaints>

Staff: <https://www.fcusd.org/departments/compliance/complaints/nondiscrimination-in-employment>

To report information about conduct that may constitute sex discrimination or sex-based harassment, or make a complaint of sex discrimination or sex-based harassment under Title IX, please refer to:

Students: <https://www.fcusd.org/district/about-us/title-ix-notificationsexual-harassment>

Staff: <https://www.fcusd.org/departments/compliance/complaints/sexual-harrassment-title-ix>

COURSE DESCRIPTION:

This course introduces students to the art of 2D animation, both traditional and digital. Students will explore the history and evolution of animation while developing foundational drawing and animation skills. Through hands-on projects, they will follow the professional animation pipeline—from story and character development to storyboarding and final production. While the course emphasizes traditional hand-drawn animation techniques, students will also gain experience using multiple programs in the Adobe suite to design characters and create a final animatic.

DETAILED UNITS OF INSTRUCTION:

Unit Number/Title	Unit Essential Questions	Examples of Formative Assessments	Examples of Summative Assessment

1. History of Animation	*How has animation evolved over time? *What impact has technology had on animation as an art form? *How do early animation methods influence today's digital practices?	*Timeline of animation history *Class discussions * Quiz	*Presentation on a key era in animation, an influential animator, studio, or major technological innovation.
AME: A3.0 Analyze and assess the impact of history and culture on the development of professional arts and media products. AME: A4.0 Analyze, assess, and identify effectiveness of artistic products based on elements of art, the principles of design, and professional industry standards.			
2. Drawing & Animation Techniques	*What are the 12 Principles of Animation, and why are they important? *How do professional animators apply these principles to their work? *What skills and techniques are necessary to render a successful animation?	* Quiz * Sketchbook exercises through daily 10 min warm-ups * Planning "Arches" Sheet * Pencil Test(s) * Peer critique	*Bouncing Ball traditional animation
AME: 7.4 Practice time management and efficiency to fulfill responsibilities. AME: A1.1 View and respond to a variety of industry-related artistic products integrating industry appropriate vocabulary. AME: A2.6 Create an artistic product that involves the effective use of the elements of art and the principles of design. AME: 4.1 Use electronic reference materials to gather information and produce products and services.			
3. Storyboarding for Animation	* How does visual storytelling help convey a narrative? *What makes an effective storyboard? * How do storyboards guide the animation production process? * How do you bring an inanimate object to "life" (giving it appeal, charisma and sense of emotion)?	* Flour Sack Exercises * Daily warm up drawings and discussions, lists * Peer critique sessions * Storyboards * Pencil Test(s) * In-progress check ("Exit Tickets")	*Flour Sack Flip Book (physical) + Filmed to create an animation
AME: A1.1 View and respond to a variety of industry-related artistic products integrating industry appropriate vocabulary.			

AME: A2.6 Create an artistic product that involves the effective use of the elements of art and the principles of design.

AME: 4.1 Use electronic reference materials to gather information and produce products and services.

4. Character Design	*How do professional animators and artists develop concept art? *What design choices communicate character traits visually? *How do you create a successful character? *What is a character or Model Sheet and how is it used? *What is included on a Character Sheet? Why?	* Character Mash Ups * Pixar in a Box: Khan Academy videos and exercises * Perfect Posing Readings and questions * Activity #1: Who's your Character (Backstory) * Activity #2: Mock Up * Activity #3: Costume & Color * Activity #3.5: Mini Final rendering, Key Pose * Sketchbook exercises * 20 Facial Expressions Challenge * Peer feedback/Critiques	*Character/ Model Sheet of an original character
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AME: A1.1 View and respond to a variety of industry-related artistic products integrating industry appropriate vocabulary.

AME: A2.2 Demonstrate personal style and advanced proficiency in communicating an idea, theme, or emotion in an industry-relevant artistic product.

AME: A2.6 Create an artistic product that involves the effective use of the elements of art and the principles of design.

AME: 4.1 Use electronic reference materials to gather information and produce products and services.

5. Story Development & Scriptwriting	* What makes a story compelling and relatable? * How can character traits and backstories drive plot development? * What are the key elements of a strong animation script? * What is the proper script format? * How does the script impact storyboards and other character design?	* Quizzes * Rough Draft Script * Peer Edits/Feedback * 11 second club audio * Class discussions	*Script for Animatic
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AME: A1.1 View and respond to a variety of industry-related artistic products integrating industry appropriate vocabulary.

AME: 4.1 Use electronic reference materials to gather information and produce products and services.

AME: A7.5 Revise text to highlight the individual voice, improve sentence variety and style, and enhance subtlety of meaning and tone in ways that are consistent with the purpose, audience, and genre.

6. Production	* What is an animatic, and how does it bridge storyboards and final animation? * How can audio, timing, and movement enhance storytelling? * What digital tools and workflows are used in professional animation production?	* Rough Storyboard * Storyboard Pitch (to teacher) * Shot List * Rough Animatic * Peer Feedback * Class Voting	*Digital Animatic and Class Reveal
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AME: A1.1 View and respond to a variety of industry-related artistic products integrating industry appropriate vocabulary.

AME: A2.1 Demonstrate skill in the manipulation of digital imagery (either still or video) in an industry-relevant application.

AME: A2.2 Demonstrate personal style and advanced proficiency in communicating an idea, theme, or emotion in an industry-relevant artistic product.

AME: A2.6 Create an artistic product that involves the effective use of the elements of art and the principles of design.

AME: 7.4 Practice time management and efficiency to fulfill responsibilities.

AME: 7.5 Apply high-quality techniques to product or presentation design and development.

AME: 11.1 Utilize work-based/workplace learning experiences to demonstrate and expand upon knowledge and skills gained during classroom instruction and laboratory practices specific to the Arts, Media, and Entertainment sector program of study.

RELEVANT STANDARDS AND FRAMEWORKS, CONTENT/PROGRAM SPECIFIC STANDARDS:

Link to Common Core Standards (if applicable):

Educational standards describe what students should know and be able to do in each subject in each grade. In California, the State Board of Education decides on the standards for all students, from kindergarten through high school.

Link to Framework (if applicable):

Curriculum frameworks provide guidance for implementing the content standards adopted by the State Board of Education (SBE). Frameworks are developed by the Instructional Quality Commission, formerly known as the Curriculum Development and Supplemental Materials Commission, which also reviews and recommends textbooks and other instructional materials to be adopted by the SBE.

Link to Subject Area Content Standards (if applicable):

Content standards were designed to encourage the highest achievement of every student, by defining the knowledge, concepts, and skills that students should acquire at each grade level.

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Draft 2023 AME Model Curriculum Standards

Link to Program Content Area Standards (if applicable):

Program Content Area Standards apply to programs such as International Baccalaureate, Advanced Placement, Career and Technical Education, etc. chrome-extension://efaidnbmnnnibpcajpcglclefindmkaj/https://www.cde.ca.gov/ci/ct/sf/documents/artsmedia.pdf

TEXTBOOKS AND RESOURCE MATERIALS:

Textbooks

Board Approved	Textbook Title ISBN #	Author(s)	Publisher	Edition
	N/A			