

Course Title:	Animation and Drawing
Grade(s):	9-12

Course Description
This second-level course builds on the foundations established in Comics and Illustration, expanding the idea of storytelling and narrative. This class is meant to expand the elements of visual storytelling by exploring animation and animated stories through the 12 key elements of classic animation. Prerequisite: Successful completion of Comics and Illustration.
Approved Curricular Materials/Textbook(s)

Unit Title	Unit Description (Include Unit Objectives)	Unit Pacing
Unit 1: Elements and Principles	Goal: To understand the Elements of Art. Objectives: - Identify the different elements of art - Discuss how the elements of art are used - Reflect on strong use of elements of art Essential Question: - Why would a designer want to understand how to use the elements of art?	1 week
Unit 2: Storyboarding, Layout, and History	Goal: To understand the basics of storyboarding and its use in animated storytelling. Objectives: Identify different roles of storyboarding	3 weeks

	• Discuss the historical use of the storyboard, the artists, and its use in different approaches • Display strong use of storyboarding in an animated exploration • Reflect on students' and professional artists' use of storyboarding Essential Question: • Why is understanding storyboarding important for an animation artist?	
Unit 3: 12 Basic Principles of Animation: Squash and Stretch, Anticipation, Staging, Straight Ahead & Pose-to-Pose, Follow Through & Overlapping Action, Slow In & Slow Out, Arcs, Secondary Action, Timing, Exaggeration, Solid Drawing, and Appeal	Goal: To understand the 12 foundational principles of animation. Objectives: • Identify the 12 different uses of animation, the history behind them, and how they are used • Discuss different approaches to using the 12 principles of animation • Display understanding of the 12 principles through different animated challenges • Reflect on how students and artists have used the 12 principles of animation Essential Question: • Why is understanding the 12 principles of animation important for illustrators and animators?	12 weeks
Unit 4: Final Project	Goal: To create a strong animated story of the original design. Objectives: • Identify the different methods to create an original animated short • Display understanding by using all 12 principles in a well-designed animated short • Reflect on how the use of storyboarding and the 12 principles has helped the student create an animated original short Essential Question: • Why is understanding storyboarding and the 12 principles important for an animation artist?	8 weeks

Unit 5: Portfolio Presentation	Goal: To understand the creation and discussion of an artist's portfolio. Objectives: • Identify different approaches to portfolio and artist statement creations • Discuss how artists have used portfolios to grow as artists • Display a comprehensive portfolio • Discuss how each artist has presented their portfolio Essential Question: • How does creating a portfolio help an artist grow?	1 week
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