

Wallenpaupack Area School District Planned Course Curriculum Guide

Fine Arts

Introduction to Animation

Course Description: Make Your Art Come Alive! From motion, timing, and structure to storyboarding, learn how to bring art to life. Animation has become increasingly prominent in social and cultural spaces and within a wide variety of fields ranging from film and video special effects, video games and identity branding to scientific visualization, virtual reality training, and courtroom presentations. Examine the history of the moving image and the power and influence of animation and computer-generated imagery in contemporary culture.

The basic principles of design and animation will be covered that have been used by professionals from the days of Bugs Bunny and Mickey Mouse up to the modern age of Pixar and DreamWorks.

Initial Creation Date (if applicable) and Revision Dates: 10/13/2025

Wallenpaupack Area School District Curriculum	
COURSE: Introduction to Animation	GRADE/S: 9-12
UNIT 1: Basic Flip Book Animation	TIMEFRAME: 15 classes

<p>PA COMMON CORE/NATIONAL STANDARDS: 9.1.12 Know and use the elements and principles of each art form to create works in the arts and humanities. Visual Arts: • color • form/shape • line • space • texture • value</p>
<p>UNIT OBJECTIVES (SWBATS): Students will storyboard and animate a five-ten second flip book.</p>
<p>INSTRUCTIONAL STRATEGIES/ACTIVITIES: Students will create a unique flipbook animation based on the idea of “movement”. Students will research unique aspects of movement and include storyboard representation of researched topics in their work. Students will use traditional drawing methods and tools to execute their solution, with focus on direction, size and emphasis.</p>
<p>ASSESSMENTS (Diagnostic/Benchmark/Formative/Summative): Completion of class project, rubric.</p>
<p>DIFFERENTIATED INSTRUCTION (Acceleration/Enrichment): Accommodations outlined in individual IEP, GIEP.</p>
<p>RESOURCES (Technology Based Resources, Text Resources, etc.): provided storyboard structure, blank flipbook, pencils, pens, markers and other drawing media. Visual examples and representations of core concepts.</p>
<p>KEY VOCABULARY: Storyboard, Timeline, Frame, Frame Rate (FPS), Keyframe, Tweening, Timing, Spacing, 2D Animation</p>

Wallenpaupack Area School District Curriculum	
COURSE: Introduction to Animation	GRADE/S: 9-12
UNIT 2: Stop Motion Animation	TIMEFRAME: 15 classes

<p>PA COMMON CORE/NATIONAL STANDARDS: 9.1.12 Know and use the elements and principles of each art form to create works in the arts and humanities. Visual Arts: form/shape • line • space • texture • value</p>
<p>UNIT OBJECTIVES (SWBATS): Students will explore concepts and applications of stop motion animation and be able to apply them independently.</p>
<p>INSTRUCTIONAL STRATEGIES/ACTIVITIES: Students will create a unique stop motion animation based on research of content from the natural world. Students will produce unique movement from the natural world in a stop motion animation.</p>
<p>ASSESSMENTS (Diagnostic/Benchmark/Formative/Summative): Completion of class project, rubric.</p>
<p>DIFFERENTIATED INSTRUCTION (Acceleration/Enrichment): Accommodations outlined in individual IEP, GIEP.</p>
<p>RESOURCES (Technology Based Resources, Text Resources, etc.): iPads used for research and production. Stop Motion Studio Pro APP.</p>
<p>KEY VOCABULARY: Storyboard, Timeline, Frame, Frame Rate (FPS), Keyframe, Tweening, Timing, Spacing, 2D Animation, Stop Motion, Rotoscoping, Motion Capture (MoCap), Rigging, Lip Sync, Animatic, Background, Model Sheet, Playback.</p>

Wallenpaupack Area School District Curriculum	
COURSE: Introduction to Animation	GRADE/S: 9-12
UNIT 3: Motion Graphics	TIMEFRAME: 15 classes

<p>PA COMMON CORE/NATIONAL STANDARDS: 9.1.12 Know and use the elements and principles of each art form to create works in the arts and humanities. Visual Arts: form/shape • line • space • texture • value</p>
<p>UNIT OBJECTIVES (SWBATS): Students will create unique motion graphic intro for wallenpaupack WAHS news..</p>
<p>INSTRUCTIONAL STRATEGIES/ACTIVITIES: Students will create a unique motion graphic intro based on research of similar graphics from research, their experience or curiosity.</p>
<p>ASSESSMENTS (Diagnostic/Benchmark/Formative/Summative): Completion of class project, rubric.</p>
<p>DIFFERENTIATED INSTRUCTION (Acceleration/Enrichment): Accommodations outlined in individual IEP, GIEP.</p>
<p>RESOURCES (Technology Based Resources, Text Resources, etc.): WAHS Computer lab 247, Adobe Creative Suite, Adobe Animate, Adobe Character Animator (if applicable).</p>
<p>KEY VOCABULARY: Storyboard, Timeline, Frame, Frame Rate (FPS), Keyframe, Tweening, Timing, Spacing, 2D Animation, Rotoscoping, Motion Capture (MoCap), Rigging, Lip Sync, Animatic, Background, Model Sheet, Playback, Stage, Layers, Onion Skinning.</p>

Wallenpaupack Area School District Curriculum	
COURSE: Illustration	GRADE/S: 9-12
UNIT 4: Medical/Scientific Illustration	TIMEFRAME: 9 classes

<p>PA COMMON CORE/NATIONAL STANDARDS: 9.1.12 Know and use the elements and principles of each art form to create works in the arts and humanities. Visual Arts: form/shape • line • space • texture • value</p>
<p>UNIT OBJECTIVES (SWBATS): Students will create a unique medical illustration using marker as a medium.</p>
<p>INSTRUCTIONAL STRATEGIES/ACTIVITIES: Students will explore appropriate medical information based on research, curiosity and experience. Students will use illustration to explain complex medical and anatomical information.</p>
<p>ASSESSMENTS (Diagnostic/Benchmark/Formative/Summative): Completion of class project, rubric.</p>
<p>DIFFERENTIATED INSTRUCTION (Acceleration/Enrichment): Accommodations outlined in individual IEP, GIEP.</p>
<p>RESOURCES (Technology Based Resources, Text Resources, etc.): iPads used for research and inspiration only. Various marker technology (sharpie, water-based, alcohol-based.) Marker Illustration board.</p>
<p>KEY VOCABULARY: Alcohol-based markers, Water-based markers, Ink, Felt tip, Chisel tip, Brush tip, Paper, Layering, Blending, Hatching, Crosshatching, Smooth & Continuous, Striped Texture.</p>

Wallenpaupack Area School District Curriculum	
COURSE: Illustration	GRADE/S: 9-12
UNIT 5: Children’s Book Illustration	TIMEFRAME: 9 classes

<p>PA COMMON CORE/NATIONAL STANDARDS: 9.1.12 Know and use the elements and principles of each art form to create works in the arts and humanities. Visual Arts: form/shape • line • space • texture • value</p>
<p>UNIT OBJECTIVES (SWBATS): Students will create an illustration plate for a childrens book using a choice of materials and medium.</p>
<p>INSTRUCTIONAL STRATEGIES/ACTIVITIES: Students will create a unique childrens book illustration based on research of a favorite author, characters, story or if occasion presents – a visiting children’s book author - from their experience or curiosity.</p>
<p>ASSESSMENTS (Diagnostic/Benchmark/Formative/Summative): Completion of class project, rubric.</p>
<p>DIFFERENTIATED INSTRUCTION (Acceleration/Enrichment): Accommodations outlined in individual IEP, GIEP.</p>
<p>RESOURCES (Technology Based Resources, Text Resources, etc.): iPads used for research and inspiration only. Colored paper, exacto, glue.</p>
<p>KEY VOCABULARY: Realistic, Whimsical, Stylized, Cartoon, Naive, Line drawings, Bold and Bright, Watercolor, Acrylic/Oil Paint, Foil Stamping, Spot Gloss, Endpapers, Dust Jacket, Spread, Gutter, Bleed, Gatefold</p>