
Coal City Unit District #1
Digital Animation
Fine Arts Curriculum
-DRAFT-

FA.DANI:1 Students will conceptualize, develop, and complete works of art. (ISAS 1,2,3)

- FA.DANI:1-1 Formulate new creative problems based on student's existing artwork. **(1)**
- FA.DANI:1-2 Choose from a range of digital art materials and methods of traditional and contemporary artistic practices to plan works of animation.**(1)**
- FA.DANI:1-3 Demonstrate acquisition of skills and knowledge in animation through experimentation, practice, and persistence. **(2)**
- FA.DANI:1-4 Demonstrate awareness of ethical implications of making and distributing creative work. **(2)**
- FA.DANI:1-5 Redesign an object, system, place, design, or animation in response to contemporary issues. **(2)**
- FA.DANI:1-6 Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision. **(3)**

FA.DANI:2 Students will analyze works of art for presentation. (ISAS 4,5,6)

- FA.DANI:2-1 Analyze, select, and critique personal artwork for a collection or portfolio presentation. **(4)**
- FA.DANI:2-2 Evaluate, select, and apply methods or processes appropriate to display artwork in a specific place. **(5)**
- FA.DANI:2-3 Make, explain, and justify connections between artists or artwork and social, cultural, and political history. **(6)**

FA.DANI:3 Students will respond to works of art through evaluation and interpretation. (ISAS 7,8,9)

- FA.DANI:3-1 Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments. **(7)**
- FA.DANI:3-2 Evaluate the effectiveness of an image or images to influence ideas, feelings, and behaviors of specific audiences. **(7)**
- FA.DANI:3-3 Construct and support meaningful interpretations, supported by evidence, of an artwork or collection of works through describing and analyzing feelings, subject matter, formal characteristics, art-making approaches, contextual information, and key concepts. **(8)**
- FA.DANI:3-4 Determine the relevance of criteria used by others to evaluate a work of art or collection of works. **(9)**

FA.DANI:4 Students will use personal experiences and knowledge of cultures, traditions, and history to connect with works of art. (ISAS 10,11)

FA.DANI:4-1 Utilize inquiry methods of observation, research, and experimentation to explore unfamiliar subjects through art making. **(10)**

FA.DANI:4-2 Compare uses of art in a variety of societal, cultural, and historical contexts and make connections to uses of art in contemporary and local contexts. **(11)**

FA.DANI:5 Students will use the elements and principles of art to convey the artist's intent in a work of art.

FA.DANI:5-1 Develop craftsmanship reflecting pride of the artist and their mastery of media through sustained effort.

FA.DANI:5-2 Combine a variety of the principles of animation to create a strong sense of movement within the animated scene.

FA.DANI:5-3 Generate the illusion of depth in a work of art using perspective and the element of space.

FA.DANI:5-4 Apply the animation principle of squash and stretch to create a short digital animation that conveys a sense of weight, flexibility, and motion.