

Practicum in Animation YAG

Animation Capstone | Two Credits | 36 Weeks (4 Grading Periods)

TEKS Abbreviation: PIA = Practicum in Animation. This YAG is built as a professional, client-based animation capstone that applies pre-production, production, post-production, career readiness, business, and professional practice. Semester exams are cumulative. ACCESS may support career exploration, employability, financial/business research, and portfolio development.

GP	Wks	Unit & Focus	Major Learning Tasks & Assessments	Integrated TEKS	Extension Activities
1	1-2	Unit 1 – Professional Animation Studio & Career Readiness	• Studio orientation, safety procedures, emergency response and hazard identification • Research training, education and certification; evaluate employers and career pathways • Create/update resume, cover letter and professional portfolio • Professional etiquette, grooming/attire, communication, work ethic, adaptability and customer service • Baseline employability and technical skills assessment	• PIA1(A-D) • PIA7(A-C) • PIA10(A-D) • PIA17(A-C)	• ACCESS: career/certification exploration • Animation employer research • CTSO/professional organization connection
1	3-4	Unit 2 – Advanced Communication, Leadership & Studio Collaboration	• Adapt oral/written communication to audience, purpose and client intent • Formal/informal presentations; active listening; public relations • Leadership styles, teamwork, conflict management and mentoring • Develop agendas, conduct production meetings and document minutes/next steps • Use diverse teams to solve production problems	• PIA3(A-G) • PIA4(A-B) • PIA8(A-F)	• Student-led production meetings • Peer mentoring assignment • Client communication simulations
1	5-6	Unit 3 – Industry Trends, Ethics, Copyright & Technology	• Analyze animation history, evolution and current industry trends • Copyright, fair use, trademark, privacy, source citation and intellectual property • Acceptable use/network etiquette and animation's impact on society • Advanced technology applications, file management, file sharing and productivity systems • Analyze ethical dilemmas in professional animation work	• PIA5(A-B) • PIA6(A-B) • PIA9(A-E) • PIA11(A-B)	• Emerging technology/trend briefing • Copyright/IP case study • Digital asset management audit
1	7-9	Unit 4 – Client Discovery, Proposal & Production Planning	• Conduct client meeting to define requirements, audience and demographics • Write client-based documents using professional grammar, terminology and technical vocabulary • Develop production proposal with schedule, researched costs, delivery and distribution options • Apply invoicing, measurement and time-based mathematics • Use planning/time-management tools to meet milestones	• PIA2(A-B) • PIA3(A-G) • PIA11(A-B) • PIA12(A-B)	• Client brief/pitch • ACCESS: business/career research • Proposal review panel
2	10-12	Unit 5 – Pre-Production for	• Identify cast/voice talent, crew, equipment and location needs • Build project budget and resource plan	• PIA12(A-B) • PIA13(A-D)	• Pre-production package • Budget/schedule checkpoint

		Professional Animation	- Analyze/develop script and storyboard/animatic - Assign team roles and responsibilities - Conduct production-readiness review against client requirements	- PIA2(A-B) - PIA8(B-F)	Table read/storyboard critique
2	13-16	Unit 6 – Client-Based Animation Production	- Present production strategy to client and implement feedback - Execute coherent production sequence - Use appropriate equipment, crew and editing systems - Demonstrate teamwork, interpersonal skills and sensitivity to diversity - Make creative and technical decisions for each production element - Maintain production documentation and client communication	- PIA14(A-F) - PIA3(A-G) - PIA4(A-B) - PIA8(A-F)	- Studio production sprint - Client progress review - Technical troubleshooting log
2	17	Unit 7 – Post-Production, Delivery & Distribution	- Resolve file-format and cross-platform compatibility issues - Apply appropriate compression standards - Research target-audience delivery formats - Advise client on optimal delivery options and distribution reach - Prepare final master and delivery package	- PIA15(A-E) - PIA5(A-B)	- Multi-format delivery test - Distribution strategy memo - Quality-control checklist
2	18	Semester 1 Exam & Client Project Review	- Cumulative written/performance assessment - Client project presentation and critique - Portfolio, resume and production documentation checkpoint - Employability/self-evaluation conference	Cumulative: PIA1-15	Targeted remediation/enrichment
3	19-21	Unit 8 – Freelance Animation & Entrepreneurship	- Develop self-promotion strategy and professional brand - Create proposals, estimates, invoices, billing and collection procedures - Research freelance start-up practices, operating costs and business needs - Use technology applications common to freelance entrepreneurs - Compare employment, freelance and entrepreneurial opportunities	- PIA16(A-D) - PIA10(B-D) - PIA2(B)	- Freelance business starter kit - ACCESS: entrepreneurship resources - Pricing/estimate challenge
3	22-23	Unit 9 – Interviewing, Networking & Professional Employment	- Practice verbal, nonverbal and listening skills for interviews - Communicate technical/creative skill set clearly - Apply federal laws governing lawful employment interviews - Use appropriate strategies with diverse individuals - Practice introductions, phone/electronic etiquette, criticism and follow-up communication - Expand professional network and portfolio	- PIA17(A-C) - PIA18(A-D) - PIA1(A-D) - PIA10(A-D)	- Mock industry interview - Networking profile/plan - Portfolio review
3	24-27	Unit 10 – Capstone Client Project I: Pre-Production & Production	- Secure/define authentic or simulated client brief - Develop proposal, budget, schedule and delivery plan - Complete script/storyboard and assign production roles - Produce animation using professional workflow and team meetings - Apply safety, ethics, copyright, communication and problem-solving throughout - Collect client feedback and document revisions	- PIA2-14 - PIA17(B)	- Community/client animation project - CTSO competition option - Industry mentor critique

4	28-31	Unit 11 – Capstone Client Project II: Production & Post-Production	• Complete advanced production and editing • Resolve technical/compatibility issues and optimize compression • Prepare delivery formats for target audience • Advise client on distribution options • Track schedule, costs, revisions and client approvals • Conduct final quality-control review	• PIA3-5 • PIA11-15	• Client screening/review • Delivery-platform comparison • Production retrospective
4	32-35	Unit 12 – Professional Portfolio, Demo Reel & Career Launch	• Finalize career portfolio with work experiences, certifications and work samples • Build polished demo reel and project case studies • Evaluate employment opportunities and entrepreneurship options • Use networking opportunities and professional organizations • Finalize resume/cover letter and conduct mock interview • Present capstone work using formal professional communication	• PIA1(A-D) • PIA3(A-G) • PIA10(A-D) • PIA16(A-D) • PIA17(A-C) • PIA18(A-D)	• ACCESS: resume/interview/portfolio tools • Industry portfolio panel • Career-launch action plan
4	36	Semester 2 Exam & Practicum Animation Showcase	• Cumulative written/performance assessment • Final client/capstone presentation • Professional portfolio and demo reel evaluation • Reflection on employability, leadership, business and technical growth	• Cumulative: PIA1-18	• Stakeholder showcase and recognition

Practicum in Animation TEKS Coverage Checklist

Strand	Student Expectations	YAG Placement	Coverage
PIA1	PIA1(A-D)	Units 1, 9, 12	100%
PIA2	PIA2(A-B)	Units 4-5, 8, 10	100%
PIA3	PIA3(A-G)	Units 2, 4, 6, 10-12	100%
PIA4	PIA4(A-B)	Units 2, 6, 10-11	100%
PIA5	PIA5(A-B)	Units 3, 7, 10-11	100%
PIA6	PIA6(A-B)	Unit 3	100%
PIA7	PIA7(A-C)	Unit 1; reinforced throughout	100%
PIA8	PIA8(A-F)	Units 2, 5-6, 10	100%
PIA9	PIA9(A-E)	Units 3, 10	100%
PIA10	PIA10(A-D)	Units 1, 8-9, 12	100%
PIA11	PIA11(A-B)	Units 3-4, 10-11	100%
PIA12	PIA12(A-B)	Units 4-5, 10	100%
PIA13	PIA13(A-D)	Units 5, 10	100%
PIA14	PIA14(A-F)	Units 6, 10-11	100%
PIA15	PIA15(A-E)	Units 7, 11	100%
PIA16	PIA16(A-D)	Units 8, 12	100%
PIA17	PIA17(A-C)	Units 1, 9, 12	100%
PIA18	PIA18(A-D)	Units 9, 12	100%

Implementation Notes

- Practicum in Animation is a two-credit capstone recommended for Grades 11-12 with Animation II and Animation II Lab as prerequisites. The TEKS allow instruction through lab-based classroom experiences or career preparation opportunities.
- The course is intentionally organized around professional client-based production rather than repeating Animation II. Students move through client discovery, proposal development, pre-production, production, post-production, delivery/distribution, freelance business practices, and career launch.
- The course may be repeated once for credit when the student experiences different aspects of the industry and demonstrates proficiency in additional and more advanced knowledge and skills.