Proficiency/Skills

Content Area: **Performing Arts**
Course(s):
Time Period: **Full Year**
Length: **Full Year**
Status: **Published**

Resources

Lynda Online Tutorials	Cartoon Brew
AIGA, The Professional Association for Design	Society of Illustrators
Ape on the Moon	Illustration Friday
Traditional Animation	Scribble Junkies (Animation Blog of Patrick Smith and Bill Plympton)
Plymptoons	Blend Films (Animation Blog of Patrick Smith)
Elliot Elliot Elliot (Elliot Cowen's Website)	Animation Nation
Don Bluth (Don Bluth's Website)	Flippies Custom Flipbooks

- Advanced Animation: Learn How to Draw Animated Cartoons by Preston Blair

- Drawn to Life: 20 Golden Years of Disney Master Classes by Walt Stanchfield

- Illustration: A Visual History by Steven Heller

- Paper Dreams: The Art and Artists of Disney Storyboards by John Canemaker

- The Animation Book: A Complete Guide to Animated Filmmaking by Kit Laybourne

Teaching Strategies

- Assessments and evaluations utilized to reinforce learning goals: Discussions (Informal), Observations (Formative), Quizzes/ Tests (Obtrusive), Self-assessment (Artist-generated), Professionalism (Unobtrusive)

- Meaningful instruction through presentations, notes, worksheets, relevant literature, demonstrations, and visual examples.

- Self-regulated and collaborative inquiry-based learning experiences.

Evaluation

Projects	30%
Quizzes and Tests	20%
Classwork/Homework	15%
Drawing (Sketchbooks + Drawing Days)	15%
Professionalism/ Career Ready Practices	10%
Lab Hours (FIVE per Marking Period for Advance)	10%

Total	100%
*Extra credit may be offered to Artists that consistently meet daily professionalism expectations.	

Proficiences

- Compose a full-fledged animation from start to finish making decisions based on an expertise of animation techniques and comprehension of animation history.

- Compose a full-fledged comic strip/ graphic novel from start to finish making decisions based on an expertise of storytelling elements, writing and literary techniques, and comic formatting and layout.

- Demonstrate a mastery of software utilized in the visual arts (e.g., Adobe Photoshop, Animate, After Effects, Premiere, and Dragonframe).

- Investigate and curate short-term/ long-term goals and a refined portfolio in preparation for a career in the visual arts.

- Utilize graphic design to construct works that reflect an advanced proficiency with graphic design tools and an appreciation for various historic and cultural design styles.