

Unit 11: Spring Animation Project (Capstone Assessment)

Content Area: **Performing Arts**
Course(s):
Time Period:
Length: **4 weeks**
Status: **Published**

State Mandated Topics Addressed in this Unit

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N/A	N/A

Spring Animation Project (Capstone Assessment)

Learning Objectives

- Animation (2st Semester) Capstone
- Artists will be able to investigate, experiment, and decide on the information (covered up to this point) necessary in order to create independent animated works of art for the Spring Film Festival.
- Artists will demonstrate professionalism by:
 - Collaboration
 - Global Awareness
 - Knowledge Construction
 - Problem Solving and Innovation
 - Self-Regulation and Assessment
 - Skilled Communication
- Students will analyze and critique films from the Film Festival, providing constructive feedback.
- Students will analyze and reflect on their creative process and the techniques used throughout the project.
- Students will be able to create an animated film that showcases narrative structure, character development, and technical animation skills.
- Students will be able to produce a making-of video that effectively showcases their animation process.
- Students will create a slideshow and pitch for their animated film project, demonstrating understanding of animation principles and effective presentation techniques.
- Students will demonstrate their ability to create promotional materials that communicate the essence of their animation projects.

Essential Skills

- 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).
- Film analysis (theme, cinematography, narrative) Constructive criticism techniques Effective communication of critique
- Investigate and curate short-term/ long-term goals and a refined portfolio in preparation for a career in the visual arts.
- Proficiency in using video editing software. Understanding of storytelling techniques in video production.
- Skills in creating visually appealing promotional materials. Critical thinking and reflective skills in assessing their work and that of peers.
- Storytelling and character development • Familiarity with animation software • Effective communication and presentation skills • Ability to incorporate feedback into their projects
- 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.

Standards

VA.9-12.1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
VA.9-12.1.5.12adv.Cr2b	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
VA.9-12.1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
LA.W.11-12.3	Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details, and well-structured event sequences.
LA.W.11-12.3.A	Engage and orient the reader by setting out a problem, situation, or observation and its significance, establishing one or multiple point(s) of view, and introducing a narrator and/or characters; create a smooth progression of experiences or events.
LA.W.11-12.3.B	Use narrative techniques, such as dialogue, pacing, description, reflection, and multiple plot lines, to develop experiences, events, and/or characters.
LA.W.11-12.3.C	Use a variety of techniques to sequence events so that they build on one another to create a coherent whole and build toward a particular tone and outcome (e.g., a sense of mystery, suspense, growth, or resolution).
LA.W.11-12.3.D	Use precise words and phrases, telling details, and sensory language to convey a vivid picture of the experiences, events, setting, and/or characters.
LA.W.11-12.3.E	Provide a conclusion that follows from and reflects on what is experienced, observed, or resolved over the course of the narrative.
LA.W.11-12.4	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. (Grade-specific expectations for writing types

are defined in standards 1–3 above.)

LA.W.11-12.6	Use technology, including the Internet, to produce, share, and update individual or shared writing products in response to ongoing feedback, including new arguments or information.
LA.W.11-12.10	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of tasks, purposes.
TECH.9.4.8.IML.12	Use relevant tools to produce, publish, and deliver information supported with evidence for an authentic audience.
TECH.9.4.8.IML.13	Identify the impact of the creator on the content, production, and delivery of information (e.g., 8.2.8.ED.1).

Instructional Tasks/Activities

- Spring Animation critiques
- Spring Animation Project
- Spring Animation Script
- Spring Animation Storyboard

Assessment Procedure

- Classroom Total Participation Technique
- Classwork
- DBQ
- Essay
- Exit Ticket/Entrance Ticket/Do Now
- Journal / Student Reflection
- Kahoot
- Other named in lesson
- Peer Review
- Performance
- Problem Correction
- Project
- Quiz
- Rubric
- Teacher Collected Data
- Test
- Worksheet

Recommended Technology Activities

- Adobe CC Applications

- Apple iMac Computers
- Cloud Based Practice/Assessment
- Digital Drawing Tablets
- Educational Social Media
- Gimkit
- GoGuardian
- Google Classroom
- Google Docs
- Google Slides
- Google Slides
- Google Web Applications
- Kahoot
- MagicSchool AI
- Other- Specified in Lesson
- Quiziz
- Screencastify

Accommodations & Modifications & Differentiation

Accommodations and Modifications should be used to meet individual needs. Their IEP and 504 plans should be used in addition to the following suggestions.

Special Education

Modifications and accommodations to this unit will be based on individual IEP needs and through the collaboration of the classroom teacher and the special education teacher under the direction of the Supervisor of Special Education.

Gifted and Talented

- Compare & Contrast
- Conferencing
- Debates
- Jigsaw
- Peer Partner Learning

- Problem Solving
- Structured Controversy
- Think, Pair, Share
- Tutorial Groups

Instruction/Materials

- alter format of materials (type/highlight, etc.)
- color code materials
- eliminate answers
- extended time
- extended time
- large print
- modified quiz
- modified test
- Modify Assignments as Needed
- Modify/Repeat/Model directions
- necessary assignments only
- Other (specify in plans)
- other- named in lesson
- provide assistance and cues for transitions
- provide daily assignment list
- read class materials orally
- reduce work load
- shorten assignments
- study guide/outline
- utilize multi-sensory modes to reinforce instruction

Environment

- alter physical room environment
- assign peer tutors/work buddies/note takers
- assign preferential seating
- individualized instruction/small group
- modify student schedule (Describe)
- other- please specify in plans
- provide desktop list/formula

Resources

- Appropriate resources conforming to the parameters of the project will be provided