

Proficiency/Skills

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

Resources

Lynda Online Tutoria	Cartoon Brew
AIGA, The Professional Association for Design	Society of Illustrators
Animation Backgrounds	Illustration Friday
Traditional Animation	Scribble Junkies (Animation Blog of Patrick Smith and Bill Plympton)
Plymptoons	Blend Films (Animation Blog of Patrick Smith)
Animation Resources	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

Professionalism/ Career Ready Practices	10%
Quizzes and Tests	15%
Presentations and Critiques	15%
Capstone Assessments (Winter, Spring, and Group Projects)	20%
Lab Hours (Five per Marking Period)	10%
Resume and Final Portfolio	30%

Total	100%
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Proficiencies

- Analyze and investigate short-term/ long-term goals and a refined portfolio in preparation for a career in the visual arts.
- Compose a full-fledged animation from start to finish experimenting with their omit developing animation techniques and analysis of animation history.
- Compose a full-fledged comic strip/ graphic novel page from start to finish experimenting with their developing utilization of storytelling elements, writing and literary techniques, and comic formatting and layout.
- Demonstrate differentiated knowledge of software utilized in the visual arts (e.g., Adobe Photoshop, Animate, After Effects, Premiere, and Dragonframe).
- Interpret the art of graphic design to illustrate works that reflect a research-based proficiency with graphic design tools and an investigation of various historic and cultural design styles.