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%

Proficiences

• 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.