

# Unit 5: Animation: History, Techniques, Principles

Content Area: **Performing Arts**  
Course(s):  
Time Period:  
Length: **3 weeks**  
Status: **Published**

## State Mandated Topics Addressed in this Unit

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N/A	N/A

## Animation: History and Techniques

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### Learning Objectives

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- Retrieve/ Comprehend/ Specify/Communicate:

- “The Twelve Principles of Animation” (Frank Thomas and Ollie Johnston)
- Apply at least two of the Twelve Principles of Animation in their analysis.
- Create a comprehensive slideshow presentation analyzing their favorite video game.
- History of Animation (Universal) (Milestones, Developments, Techniques, and Pioneers)
- Identify and describe the game's setting, genre, plot summary, and critical game elements.
- Provide a thoughtful critique of the game, supported by specific examples.
- Three act story structure and storytelling

### Essential Skills

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- Ability to gather relevant information about a video game.
- Analyze the principles of animation and narrative elements in a feature-length animated film, and articulate their understanding through discussion and reflection writing.
- Complete a short reflection paper that discusses the principles of animation observed in the film, the elements of the story, and their personal insights about the film's technique.
- Compose a full-fledged animation from start to finish distinguishing essential animation techniques and constructing an integration of animation history.
- Compose a full-fledged comic strip omission from start to finish distinguishing their developing analysis of storytelling elements, writing and literary techniques, and comic formatting and layout.
- Comprehend and analyze short-term/ long-term goals and a refined portfolio in preparation for a career in the visual arts.

- Demonstrate structural knowledge of software utilized in the visual arts (e.g., Adobe Photoshop, Animate, After Effects, Premiere, and Dragonframe).
- Integrate the art of graphic design to illustrate works that reflect a structural proficiency with graphic design tools and a specification of various historic and cultural design styles.

## Standards

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- 9.3 Career and Technical Education (Career Readiness, Life Literacies, and Key Skills)
  - 9.4 Life Literacies and Key Skills (Career Readiness, Life Literacies, and Key Skills)
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|-------------------------|---|
| VA.9-12.1.5.12prof.Cr1  | Generating and conceptualizing ideas.   |
| VA.9-12.1.5.12prof.Cr1a | Use multiple approaches to begin creative endeavors.  |
| LA.K-12.NJSLSA.R10      | Read and comprehend complex literary and informational texts independently and proficiently with scaffolding as needed.   |
| LA.RI.9-10.1            | Accurately cite strong and thorough textual evidence, (e.g., via discussion, written response, etc.) and make relevant connections, to support analysis of what the text says explicitly as well as inferentially, including determining where the text leaves matters uncertain. |
| VA.3-5.1.5.5.Cn10       | Synthesizing and relating knowledge and personal experiences to create products.  |
| VA.3-5.1.5.5.Cn10a      | Create works of art that reflect community cultural traditions. Discuss using formal and conceptual vocabulary.   |
| VA.3-5.1.5.5.Cn11       | Relating artistic ideas and works within societal, cultural and historical contexts to deepen understanding.  |
| VA.3-5.1.5.5.Cn11a      | Communicate how art is used to inform the values, beliefs and culture of an individual or society.  |
| CS.6-8.8.1.8.DA.1       | Organize and transform data collected using computational tools to make it usable for a specific purpose.   |

## Instructional Tasks/Activities

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- “The Twelve Principles of Animation” Assessment
- Animation Critique Discussion
- Animation Critique Essay
- Animation Critique Reflection
- Animation History Assessment
- Animation Techniques Assessment
- Engage students in a discussion about their favorite video games and what makes them enjoyable.
- Three-Act Structure Writing Assessment (ABBREVIATED)

## Lessons

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- Retrieve/ Comprehend:
  - “The Twelve Principles of Animation”

- History of Animation

## **Assessment Procedure**

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- 1. Discussions (Informal)
- 2. Observations (Formative)
- 3. Quizzes/ Tests (Obtrusive)
- 4. Self-assessment (Artist-generated)
- 5. Professionalism (Unobtrusive)
- 6. Writing/Critique (Artist-generated)
- 7. Writing/Creative/Organizational (Artist-generated)
- 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
- Students will Analyze their favorite video games while developing essential skills in research, writing, and presentation
- Teacher Collected Data
- Test
- Worksheet

## **Recommended Technology Activities**

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- Adobe CC Applications
- Apple iMac Computers
- Appropriate Content Specific Online Resource
- Appropriate Content Specific Online Resource
- Copy/Paste Content Specific Link Here
- Copy/Paste Content Specific Link Here

- Copy/Paste Content Specific Link Here
- 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**

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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**

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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**

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

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

## **Instruction/Materials**

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- 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**

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- 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

## **Honors Modifications**

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## Resources

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- “Twelve Principles of Animation” by Ollie Johnston and Frank Thomas
- Animation: The Whole Story by Howard Beckerman
- Of Mice and Magic: A History of American Animated Cartoons by Leonard Maltin
- The Animator’s Survival Kit by Richard Williams
- Tradigital Animate CC: 12 Principles of Animation in Adobe Animate by Stephen Brooks