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	35%
Quizzes and Tests	20%
Classwork/Homework	15%

Drawing (Sketchbooks + Drawing Days)	15%
Professionalism/ Career Ready Practices	10%
Lab Hours (ONE per Marking Period for Foundations)	5%
Total	**100%**
*Extra credit may be offered to Artists that consistently meet daily professionalism expectations.	

Proficiences

After the completion of this course, Artists will be able to:

- Analyze various animations and communicate how they are utilizing animation techniques.

- Compose a full-fledged animation from start to finish distinguishing essential animation techniques.

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

- 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.

- Utilize industry vocabulary when communicating to others about their work and explaining their own work to classmates.