

Unit 2: Basic Animation

Timeline: 1.5 weeks

Targeted Standards (Write the overall NJSL standards that are most applicable to this unit.).

Anchor Standard 4: Selecting, analyzing, and interpreting work.

1.2.12prof.Pr4a: Integrate various arts, media arts forms and content into unified media arts productions, considering the reaction and interaction of the audience, such as experiential design.

Anchor Standard 5: Developing and refining techniques and models or steps needed to create products.

1.2.12prof.Pr5a: Demonstrate progression in artistic, design, technical, and soft skills, as a result of selecting and fulfilling specified roles in the production of a variety of media artworks.

1.2.12prof.Pr5c: Demonstrate adaptation and innovation through the combination of tools, techniques and content to communicate intent in the production of media artworks.

Rationale and Transfer Goals : *Students will learn how motion graphics and effects are created by using an application called Motion.*

Enduring Understandings: What are the most essential conclusions that students should be guided towards throughout this unit?

Anchor Standard 4:

Media artists integrate various media and content to develop complex, unified artworks through a process of creation and communication.

Anchor Standard 5:

Media artists require a range of skills and abilities to creatively solve problems.

Essential Questions: What are the questions that will guide critical thinking about the content of this unit? Essential questions should, in part, be thought-starters toward the enduring understandings.

Anchor Standard 4:

How are complex media arts experiences constructed? At what point is a work considered "complete"?

Anchor Standard 5:

How are creativity and innovation developed within and through media arts productions? How do media artists use various tools and techniques?

Content/Objectives		Instructional Actions	
Content <i>What students will know</i>	Skills <i>What students will be able to do</i>	Activities/Strategies <i>How we teach content and skills</i>	Evidence (Assessments) <i>How we know students have learned</i>
Key Frame X,Y and Z Axis Motion Motion Blur Video Codecs Particle Emitters Text Effects	Students will be able to create graphics for various projects.	They will do this with a series of Hands on activities, demonstrations by teachers and peers, and notes. They will learn how to use the computer to animate their name. They will learn how to animate shapes basic to complex and how to add effects towns as particle emitters to create sparkles and explosions.	Students will reproduce an animation based on the game pong. They will do this without error.

Spiraling for Mastery

Where does this unit spiral back to other units from this or previous years in order to ensure that students retain mastery of what they've learned?

Content or Skill for this Unit	Spiral Focus from Previous Unit	Instructional Activity
Graphics Editing Frames Per Second	In Unit 2, students learned about Frames Per Second.	PSA Commercial Stop Animation

21st Century Skills:

- 9.4.2.DC.6: Identify respectful and responsible ways to communicate in digital environments.
- 9.3.12.AR.3 Analyze the lifestyle implications and physical demands required in the arts, audio/visual technology and communications workplace.
- 9.4.2.TL.1: Identify the basic features of a digital tool and explain the purpose of the tool (e.g., 8.2.2.ED.1).
- 9.4.12.CI.1: Demonstrate the ability to reflect, analyze, and use creative skills and ideas.
- 9.4.12.CT.2: Explain the potential benefits of collaborating to enhance critical thinking and problem solving.
- 9.4.12.IML.4: Assess and critique the appropriateness and impact of existing data visualizations for an intended audience.

Key resources:

What are the resources that are essential for this unit (may also be listed in “Activities/Strategies”)?

Interdisciplinary Connections:

RST.9-10.7 Translate quantitative or technical information expressed in words in a text into visual form and translate information expressed visually or mathematically

RI.11-12.7(ELA) Integrate and evaluate multiple sources of information presented in different media or formats (e.g., visually, quantitatively) as well as in words in order to address a question or solve a problem.

Intersections of History:

Black:

Hispanic:

Women:

LGBTQ:

Important Vocabulary:

Key Frame

X,Y and Z Axis

Motion

Motion Blur

Video Codecs

Particle Emitters

Text Effects