

Rigorous Learning Goal/Scale:  
Computer Graphics MP4

Course:

Score 4

Additional Success with the complex content and concepts—inferences, novel applications  
In addition to score 3.0 performance, the student demonstrates in-depth inferences and applications that go beyond what was taught.

Film History and Animation- Students will be introduced to the phi phenomenon and how this makes motion pictures possible. The students will apply this knowledge to the basic animation techniques in the Adobe Flash program. Several animation projects will be completed to reinforce these animation techniques.

Student makes no major errors or omissions regarding the score 4 content

Score 3

Mastery of complex content and concepts of learning goal

TARGET LEARNING GOAL: The student will

Students will be able to create frame-by-frame animations

Students will be able to use the Adobe Flash technique *Tweening* to create short animations

Student makes no major errors or omissions regarding the score 3 content

Score 2

Success with simpler content—vocabulary, foundational skills

The student will recognize or recall specific vocabulary or basic content, such as:

Frame-by-Frame: At 24 frames per second a small change is made on each frame in order to fool the eye into thinking there is a fluid motion

The student will perform basic skills or process, such as:

Frame-by-frame animation, Tweening, objects on paths, and animated typography.

Student makes no major errors or omissions regarding the score 2 content

Score 1

Partial success with help

With help, student achieves partial success at score 2 content and/or score 3 content

Score 0

No success even with help

Even with help, no success