

# Unit 5

Content Area: **Fine & Performing Arts**  
Course(s):  
Time Period: **Semester 2**  
Length: **6 weeks**  
Status: **Published**

## Unit Introduction

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## Standards

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VPA.1.1.12	All students will demonstrate an understanding of the elements and principles that govern the creation of works of art in dance, music, theatre, and visual art.
VPA.1.2.12.A.1	Determine how dance, music, theatre, and visual art have influenced world cultures throughout history.
VPA.1.2.12.A.2	Justify the impact of innovations in the arts (e.g., the availability of music online) on societal norms and habits of mind in various historical eras.
VPA.1.3.12	All students will synthesize those skills, media, methods, and technologies appropriate to creating, performing, and/or presenting works of art in dance, music, theatre, and visual art.
VPA.1.3.12.D.2	Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding.

## Essential Questions

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- Where are animations used in our culture?
- What is the primary function of Adobe Flash?
- What is the difference between a frame-by-frame animation and an animation that uses the *tween* options?
- How is Adobe Flash used to create Web pages?

## Content / Skills

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- The history of film and animation

- Adobe Flash timeline, tools, and special features
- Frame-by-frame animation
- How to *Tween* a shape and a graphic
- How to create a button
- How to design a web site using Adobe Flash
- Animate art created in other Adobe programs.
- Animated text, morphing one shape into another, button interaction
- Build a working interactive web site, and functioning animations.