

# Unit 1: History of Animation

Content Area: **Multimedia**  
Course(s):  
Time Period: **Semester**  
Length: **1 Week**  
Status: **Published**

## General Overview, Course Description or Course Philosophy

- The Animation course is designed to provide a brief history of animation from its early beginnings to the animation application(s) of today. Students will be introduced to the methods of the design animation design process, introduction to a variety of computer software applications (Adobe Creative Cloud) and Mobile Device Application(s). Introduction to 'the 12 principles of animation', frame rates, sequence, layers, onion skins, and basic 2d, 3d, tracking, 4d rigging, filers, stop-motion. The course focuses on developing student 21st Century skills, development of student accountability, autonomous ownership of self guided assignment(s)& project(s). Encouraging student imagination/ creativity, art application, art in motion. The course encourages 'hands on' computer skills, file management, infusing methodology of animation. Through projects, the skills of planning, producing video/ story themes, character, expression/ tone and time management and care/ cleanliness for software and production equipment are developed. Students will have an opportunity to produce a portfolio of their work (not required).
- Develop/ apply art, art in motion, animation video. Use information, technology and other tools to create projects. Use critical thinking, decision making and problem solving skills. Demonstrate self-management skills .Apply safety principles and care for production equipment. Develop writing and design skills for preproduction, production & postproduction. Understand form, function of space/ movement, structure, objects and sound synchronization . View, utilize, analyze, and critique textual and non-textual information. Develop career planning and desired 21st Century career skills.

## OBJECTIVES, ESSENTIAL QUESTIONS, ENDURING UNDERSTANDINGS

Objective: In this unit, students will be introduced to the history of animation, as a historic artform, career industry that was/ continues to be a robust, dynamic and innovating industry that began in the mid/ late 19th century; and been has advanced through modern technology and computer generation (CGI concepts) Students will examine Movement and animation as an illusion constructed by the viewing of single frames in rapid succession 'Persistence of Vision', art in motion

Art genres: Artworks that share characteristic approaches to content, form, style, and design. Each of the five animation disciplines and associated modes of creation.

Arts media: Artistic methods, processes, or means of expression (e.g., presentation mechanisms such as screen, print, auditory, or tactile modes) used to produce a work of art.

Art medium(s): Any material or technique used for expression in art. In art, "medium" refers to the physical substance used to create artwork.

Essential Questions: What are the five animation disciplines? How has the development and application of technology changed design concepts?

Enduring Understandings: To understand animations early origins and significance as an art form into a billion dollar industry that provides careers. (connecting 21st Century Skills)

## CONTENT AREA STANDARDS

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ITEC.9-12.9.4.12.C.(6).1

Research the history of the visual arts and analyze the role of the visual arts in society to develop a broad understanding of the nature and scope of the pathway.

## RELATED STANDARDS (Technology, 21st Century Life & Careers, ELA Companion Standards are Required)

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LA.SL.11-12.1

Initiate and participate effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with peers on grades 11–12 topics, texts, and issues, building on others' ideas and expressing their own clearly and persuasively.

MA.9-12.1.2.12prof.Cn11

Relating artistic ideas and works within societal, cultural and historical contexts to deepen understanding.

TECH.9.4.12.CI.2

Identify career pathways that highlight personal talents, skills, and abilities (e.g., 1.4.12prof.CR2b, 2.2.12.LF.8).

## STUDENT LEARNING TARGETS

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Student Learning Target(s)

Animation as an art form and career industry that began in the mid/ late 19th century

Students will examine Animation that has been greatly advanced through modern technology and computer generation (CGI concepts)

Students will examine Movement and animation is an illusion constructed by the viewing of single frames in rapid succession

Persistence of Vision, art in motion

Art genres: Artworks that share characteristic approaches to content, form, style, and design. Each of the four arts disciplines is associated with different genres.

Arts media: Artistic methods, processes, or means of expression (e.g., presentation mechanisms such as screen, print, auditory, or tactile modes) used to produce a work of art.

## Declarative Knowledge

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Students will know:

- major events, discoveries, and experiments in the history of animation
- science of animation
- Art genres: Artworks that share characteristic approaches to content, form, style, and design. Each of the four arts disciplines is associated with different genres.
- Arts media: Artistic methods, processes, or means of expression (e.g., presentation mechanisms such as screen, print, auditory, or tactile modes) used to produce a work of art.

## **Procedural Knowledge**

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Students will be able to:

- Research and identify the major events in the history of animation.
- summarize how animation works
- analyze the role of animation in society.
- Initiate and participate in collaborative group discussions
- Identify career pathways that highlight personal talents and skills

## **EVIDENCE OF LEARNING**

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### **Formative Assessments**

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Teacher Observation

Teacher Monitoring

Class Discussion

Peer led Discussion

Teacher/ Student Feedback Discussion

Content Review

Authentic and Practical Exercises

### **Summative Assessments**

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Quiz

## **RESOURCES (Instructional, Supplemental, Intervention Materials)**

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Instructional: Prezi Presentation (history of animation)

Google Drive

Supplemental: Video Library of Congress, Winsor McCay, Walt Disney, Pixar

The 5 types of Animation

Bloop Animation

Adobe Creative Cloud

Adobe Education Exchange

## **INTERDISCIPLINARY CONNECTIONS**

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Students understanding of technology, 21st Century Life and Career standards such as critical thinking, problem solving, creativity, innovation, collaboration, teamwork and leadership will lead to a cross-cultural understanding, global awareness, civic literacy, and interpersonal communication.

## **ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS**

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Modify instructional approach and/or assignments and evaluations as needed based for students with IEPs, 504s, ELLs and gifted and talented students including but not limited to:

- Extended time
- Enrichment activities
- Preferential seating
- Online visuals and audio for individual lessons
- Pairing students for activities
- Teacher modeling
- Differentiated written and verbal responses
- Additional graphic organizers and outlines for writing assignments
- Audio versions of texts
- Integration of higher order thinking processes, creative and critical thinking activities, problem-solving, and open-ended tasks
- Higher level direct questioning
- Opportunities for cross curricular activities
- Flipped Classroom
- Small cooperative groups

