



PISCATAWAY TOWNSHIP SCHOOLS

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Superintendent of Schools

Dr. William Baskerville
Assistant Superintendent

Introduction to Animation

Content Area: Visual Arts
Grade Span: 9-12
Revised by: Irina Nikitovic
Presented by: Rebekah Sterlacci
Approval date: August 2023

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COURSE OVERVIEW

Description

Introduction to Animation introduces the student to the world of animation, multimedia, and interactive computer graphics. Students will learn about the new technologies and experimental art forms in this project-oriented course. Animation projects cover traditional techniques such as cel, stop-motion, and claymation in addition to computer animation using programs such as Adobe Flash CS6. Multimedia and interactive projects will teach students to use a variety of art media such as video, photography, sound engineering, and internet technologies. The focus is on new uses of technology in art and design as well as providing students with skills for industry. Art concepts such as aesthetics and creativity will be strongly encouraged.

Goals

- Draw a sequence of images for a flip book.
- Use a presentation program to communicate an opinion.
- Apply color theory and basic graphic design to a presentation.
- Identify examples of multimedia as a communication vehicle.
- Brainstorm ideas for a short movie
- Write a script.
- Create a storyboard with drawings depicting shot angles and information
- Create illustrations or concept drawings of the characters and scenery.
- Create detailed scenery and characters using art materials including modeling clay.
- Record the action of the movie through video or still camera frame-by-frame.
- Students will research someone in the animation or multimedia industry.
- Video editing using pictures, sound, and text.
- Students will create a video answering questions about pursuing a career in a particular area of animation and/or multimedia.
- Vocabulary and content knowledge of basic computer technology
- Using the internet to research the history of computer graphics.
- Create simple animated exercises such as a bouncing ball, modify the bouncing ball animation with squash and stretch.
- Create a simple animated exercise demonstrating the Principle of Variety by changing the color of a shape over time.
- Create a simple animated exercise demonstrating the Principle of Scale or Proportion by changing the size of a shape over time.
- Create an original mandala using a radial design and repetition and demonstrate the Principle of

Pattern in an animation.

- Identify how the animators in films such as Disney's Fantasia interpreted famous historical works of music or how today's Directors interpret music in videos.
- Create a theme or story to match a song.
- Use a storyboard to plan out an animation.
- Use 2-D animation to create unique symbolic interpretation of a musical work of art.
- Capture music, edit it in a sound editing program, and import it into the animation software.
- Use a timeline along with keyframes to match the music to the motion.
- Identify some of the Principles of Animation when they look at animations.
- Appreciate animated films based on their knowledge of how they are created and the technical developments in the field.
- Make sketches using some of the Principles of Animation,, such as head turning on an arc.
- Create practice drawings of animator's standards such as "The Walk Cycle" and "Head Turning on an Arc."
- Create an object and give it personality based on one or more of the animation techniques.
- Use shading and texture to refine their characters.
- Import digital photos into a computer and manipulate the image using Adobe Photoshop.
- Use some of the basic features in Photoshop.
- Select a painting and research the artist and painting to identify the style and art historical context of that work.
- Use paint tools available in Adobe Photoshop if they need to modify part of the painting.
- Import the image and the moveable parts from Photoshop into the Animation program.
- Consciously maintain or change the feeling of the work through animation.
- Identify different film effects used in the movies.
- Use software to create special effects either in still images or in animation.
- Define terms such as hypermedia, multimedia, interactivity, and artificial intelligence.
- Describe different works created today by artists working and experimenting with new technology.
- Understand how a website is created and functions.
- Appreciate games and interactive technology based on their knowledge of how they are created and the technical developments in the field.
- Use software to create an interactive project.

Scope and Sequence

Unit	Topic	Length
Unit 1	Introduction to Animation	1 Month
Unit 2	Creativity and the Production Process	7 Weeks
Unit 3	Careers in Multimedia and Animation	3-4 Sessions
Unit 4	Digital Technology	3 Sessions
Unit 5	Introduction to Computer Animation	6 Weeks

Unit 6	Animation Enriched By Sound	4 Weeks
Unit 7	Bringing Animation to Life	6 Weeks
Unit 8	Digital Photography	5 Weeks
Unit 9	3D Animation and Special Effects	3 Sessions
Unit 10	Future Trends and Interactivity	1-3 Weeks

Resources

Suggested Resources:

Adobe Creative Cloud (Adobe Animate, Illustrator, Photo Shop)
 Flipbook Rubric
 History of Animation worksheet
 Multimedia and Favorite Animated Film Rubric
 Career Rubric Project
 Reporting Computer Basics
 Computer Review Quiz
 Using a 2D program
 Bouncing Ball
 Animating Principles of Design Rubric
 Animating Music Rubric
 What is Character Animation presentation
 12 Principles of Animation Presentation
 Creating a Character Animation Handout
 Photography Basics Presentation
 Photoshop Basics
 Animating a Work of Art Rubric

UNIT 1: Introduction to Animation

Summary and Rationale
This overview unit covers definitions, history, theory, and practices in Multimedia and Animation.
Recommended Pacing
The Unit typically takes one month to complete.

State Standards	
Anchor Standard 1 Generating and Conceptualizing Ideas	
Proficient	
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
Accomplished	
1.5.12acc.Cr1a	Individually and collaboratively formulate new creative problems based on student’s existing artwork.
1.5.12acc.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
Advanced	
1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
Anchor Standard 2 Organizing and Developing Ideas	
Proficient	
1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
1.5.12prof.Cr2b	Explain how traditional and non-traditional materials may impact human health and the environment, and demonstrate safe handling of materials, tools and equipment.
1.5.12prof.Cr2c	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place.
Accomplished	
1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
1.5.12acc.Cr2b	Redesign an object, system, place, or design in response to contemporary issues.
Advanced	
1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
1.5.12adv.Cr2b:	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.

Anchor Standard 3 Refining and Completing Products	
Proficient	
1.5.12prof.Cr3a	Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on and plan revisions for works of art and design in progress.
Accomplished	
1.5.12acc.Cr3a	Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision.
Advanced	
1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
Anchor Standard 4 Selecting, Analyzing, and Interpreting Work	
Proficient	
1.5.12prof.Pr4a	Analyze, select and curate artifacts and/or artworks for presentation and preservation
Accomplished	
1.5.12acc.Pr4a	Analyze, select and critique personal artwork for a collection or portfolio presentation.
Advanced	
1.5.12adv.Pr4a	Critique, justify and present choices in the process of analyzing, selecting, curating, and presenting artwork for a specific exhibit or event.
Anchor Standard 5 Developing and refining techniques and models or steps needed to create product	
Proficient	
1.5.12prof.Pr5a	Analyze and evaluate the reasons and ways an exhibition is presented.
Accomplished	
1.5.12acc.Pr5a	Evaluate, select and apply methods or processes appropriate to display artwork in a specific place
Advanced	
1.5.12adv.Pr5a	Investigate, compare and contrast methods for preserving and protecting art
Anchor Standard 6 Conveying Meaning Through Art	
Proficient	
1.5.12prof.Pr6a	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural or political beliefs and understandings
Accomplished	
1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
Advanced	

1.5.12adv.Pr6a	Curate a collection of objects, artifacts or artwork to impact the viewer's understanding of social, cultural and/or political experiences.
Anchor Standard 7	Perceiving and Analyzing Products
Proficient	
1.5.12prof.Re7a	Hypothesize ways in which art influences perception and understanding of human experiences
1.5.12prof.Re7b	Analyze how one's understanding of the world is affected by experiencing visual arts.
Accomplished	
1.5.12acc.Re7a	Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.
1.5.12acc.Re7b	Evaluate the effectiveness of visual artworks to influence ideas, feelings, and behaviors of specific audiences.
Advanced	
1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.
1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
Anchor Standard 8	Interpreting intent and meaning
Proficient	
1.5.12prof.Re8a	Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts
Accomplished	
1.5.12acc.Re8a	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.
Advanced	
1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
Anchor Standard 9	Applying criteria to evaluate products.
Proficient	
1.5.12prof.Re9a	Establish relevant criteria in order to evaluate a work of art or collection of works.
Accomplished	
1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
Advanced	
1.5.12adv.Re9a	Construct evaluations of a work of art or collection of works based on differing sets of criteria.

Anchor Standard 10.	Synthesizing and relating knowledge and personal experiences to create products
Proficient	
1.5.12prof.Cn10a.	Document the process of developing ideas from early stages to fully elaborated ideas
Accomplished	
1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking
Advanced	
1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.
Proficient	
1.5.12prof.Cn11a	Describe how knowledge of culture, traditions and history may influence personal responses to art.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
Accomplished	
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change
Advanced	
1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society
1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.

Instructional Focus

Unit Enduring Understandings

- Animation is a motion and time-based medium created by sequence of images.
- The art of animation has changed over time from simple drawings to 3D computer animation.

Unit Essential Questions

- What is animation?
- How does it work?
- Why is it an artform?
- How is animation different from live action film?

Objectives**Students will know:****Unit Skills**

- Define animation.
- Explore early history of animation
- Introduce basic terminology of animation
- Learn about the use of color for an on-line presentation
- Define multimedia and the role computers play in it.

Students will be able to:

- Draw a sequence of images for a flip book.
- Use a presentation program to communicate an opinion.
- Apply color theory and basic graphic design to a presentation.
- Identify examples of multimedia as a communication vehicle.

Resources**Suggested Resources:**

Flipbook Rubric
History of Animation worksheet
Multimedia and Favorite Animated Film
Rubric

UNIT 2: Creativity and the Production Process

Summary and Rationale	
Students are introduced to the Production Process used in film, animation, and multimedia industries.	
Recommended Pacing	
This unit takes approximately 7 weeks.	
State Standards	
Anchor Standard 1 Generating and Conceptualizing Ideas	
Proficient	
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
Accomplished	
1.5.12acc.Cr1a	Individually and collaboratively formulate new creative problems based on student’s existing artwork.
1.5.12acc.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
Advanced	
1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
Anchor Standard 2 Organizing and Developing Ideas	
Proficient	
1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
1.5.12prof.Cr2b	Explain how traditional and non-traditional materials may impact human health and the environment, and demonstrate safe handling of materials, tools and equipment.
1.5.12prof.Cr2c	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place.
Accomplished	
1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
1.5.12acc.Cr2b	Redesign an object, system, place, or design in response to contemporary issues.
Advanced	

1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
1.5.12adv.Cr2b:	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.
Anchor Standard 3 Refining and Completing Products	
Proficient	
1.5.12prof.Cr3a	Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on and plan revisions for works of art and design in progress.
Accomplished	
1.5.12acc.Cr3a	Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision.
Advanced	
1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
Anchor Standard 4 Selecting, Analyzing, and Interpreting Work	
Proficient	
1.5.12prof.Pr4a	Analyze, select and curate artifacts and/or artworks for presentation and preservation
Accomplished	
1.5.12acc.Pr4a	Analyze, select and critique personal artwork for a collection or portfolio presentation.
Advanced	
1.5.12adv.Pr4a	Critique, justify and present choices in the process of analyzing, selecting, curating, and presenting artwork for a specific exhibit or event.
Anchor Standard 5 Developing and refining techniques and models or steps needed to create product	
Proficient	
1.5.12prof.Pr5a	Analyze and evaluate the reasons and ways an exhibition is presented.
Accomplished	
1.5.12acc.Pr5a	Evaluate, select and apply methods or processes appropriate to display artwork in a specific place
Advanced	
1.5.12adv.Pr5a	Investigate, compare and contrast methods for preserving and protecting art
Anchor Standard 6 Conveying Meaning Through Art	
Proficient	

1.5.12prof.Pr6a	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural or political beliefs and understandings
Accomplished	
1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
Advanced	
1.5.12adv.Pr6a	Curate a collection of objects, artifacts or artwork to impact the viewer's understanding of social, cultural and/or political experiences.
Anchor Standard 7	Perceiving and Analyzing Products
Proficient	
1.5.12prof.Re7a	Hypothesize ways in which art influences perception and understanding of human experiences
1.5.12prof.Re7b	Analyze how one's understanding of the world is affected by experiencing visual arts.
Accomplished	
1.5.12acc.Re7a	Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.
1.5.12acc.Re7b	Evaluate the effectiveness of visual artworks to influence ideas, feelings, and behaviors of specific audiences.
Advanced	
1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.
1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
Anchor Standard 8	Interpreting intent and meaning
Proficient	
1.5.12prof.Re8a	Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts
Accomplished	
1.5.12acc.Re8a	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.
Advanced	
1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
Anchor Standard 9	Applying criteria to evaluate products.
Proficient	
1.5.12prof.Re9a	Establish relevant criteria in order to evaluate a work of art or collection of works.

Accomplished	
1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
Advanced	
1.5.12adv.Re9a	Construct evaluations of a work of art or collection of works based on differing sets of criteria.
Anchor Standard 10.	Synthesizing and relating knowledge and personal experiences to create products
Proficient	
1.5.12prof.Cn10a.	Document the process of developing ideas from early stages to fully elaborated ideas
Accomplished	
1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking
Advanced	
1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.
Proficient	
1.5.12prof.Cn11a	Describe how knowledge of culture, traditions and history may influence personal responses to art.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
Accomplished	
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change
Advanced	
1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society
1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.

Instructional Focus

Unit Enduring Understandings

- Designers, artists and animators use specific techniques and procedures to problem-solve and to create their work.
- The Steps of Production include Pre-Production, Production, Post-Production

Unit Essential Questions

- How do designers, animators, and artists access their creativity and solve problems?
- Do Designers and animators use specific procedures for designing or creating?
- What is stop-motion animation?

Objectives**Students will know:**

- Students will learn that there are specific steps in the production process used by media developers such as filmmakers, animators, and game developers. Steps of the Production Process include: Pre-Production, Production, Post-Production.
- Using the Production Process, the student will create a very short stop-motion animated movie.
- Stop motion is a special-effects animation technique where objects are shot one frame at a time and moved or repositioned slightly between each frame giving the illusion of lifelike motion.
- Claymation refers to the animation of models constructed of clay, putty, plasticine, or other moldable materials, often through stop-motion.

Students will be able to:

- Brainstorm ideas for a short movie
- Write a script.
- Create a storyboard with drawings depicting shot angles and information
- Create illustrations or concept drawings of the characters and scenery.
- Create detailed scenery and characters using art materials including modeling clay.
- Record the action of the movie through video or still camera frame-by-frame.

Resources**Suggested Resources:**

Stop-motion movie questions
Treatment
Sketches, Scripts, and Storyboards
Rubric- Final Production

UNIT 3: Careers in Multimedia and Animation

Summary and Rationale	
This unit reviews the various forms of animation and allows students to investigate how these art forms can be modeled into careers.	
Recommended Pacing	
This unit typically takes 3-4 class sessions.	
State Standards	
Anchor Standard 1 Generating and Conceptualizing Ideas	
Proficient	
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
Accomplished	
1.5.12acc.Cr1a	Individually and collaboratively formulate new creative problems based on student’s existing artwork.
1.5.12acc.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
Advanced	
1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
Anchor Standard 2 Organizing and Developing Ideas	
Proficient	
1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
1.5.12prof.Cr2b	Explain how traditional and non-traditional materials may impact human health and the environment, and demonstrate safe handling of materials, tools and equipment.
1.5.12prof.Cr2c	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place.
Accomplished	
1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
1.5.12acc.Cr2b	Redesign an object, system, place, or design in response to contemporary issues.

Advanced	
1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
1.5.12adv.Cr2b:	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.
Anchor Standard 3 Refining and Completing Products	
Proficient	
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Advanced	
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Anchor Standard 4 Selecting, Analyzing, and Interpreting Work	
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Anchor Standard 7	Perceiving and Analyzing Products
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Advanced	
1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.
1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
Anchor Standard 8	Interpreting intent and meaning
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1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select

	and defend a plausible critical analysis.
Anchor Standard 9	Applying criteria to evaluate products.
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1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
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Anchor Standard 10.	Synthesizing and relating knowledge and personal experiences to create products
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1.5.12prof.Cn10a.	Document the process of developing ideas from early stages to fully elaborated ideas
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1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking
Advanced	
1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.
Proficient	
1.5.12prof.Cn11a	Describe how knowledge of culture, traditions and history may influence personal responses to art.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
Accomplished	
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change
Advanced	
1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society
1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.

Instructional Focus
Unit Enduring Understandings
<ul style="list-style-type: none"> • There are a number of ways in which professionals, including artists, can use a computer. • There are many different kinds of careers for artists and animators. • Like any other medium, computers influence how an artist creates his or her work.
Unit Essential Questions
<ul style="list-style-type: none"> • What kinds of careers are available for animators and artists in new media? • What skills are needed to become a digital artist or animator? • What are some of the next steps in becoming professional media artist or animator?
Objectives
<p>Students will know:</p> <ul style="list-style-type: none"> • There are many different career opportunities for animators. <p>Students will be able to:</p> <ul style="list-style-type: none"> • Students will research someone in the animation or multimedia industry. • Video editing using pictures, sound, and text. • Students will create a video answering questions about pursuing a career in a particular area of animation and/or multimedia.
Resources
<p>Suggested Resources: Career project rubric</p>

UNIT 4: Digital Technology

Summary and Rationale	
This is an overview introducing computer basics and focusing on the technological developments in animation leading up to and including the digital influences.	
Recommended Pacing	
This unit takes approximately 3 class sessions.	
State Standards	
Anchor Standard 1 Generating and Conceptualizing Ideas	
Proficient	
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
Accomplished	
1.5.12acc.Cr1a	Individually and collaboratively formulate new creative problems based on student’s existing artwork.
1.5.12acc.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
Advanced	
1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
Anchor Standard 2 Organizing and Developing Ideas	
Proficient	
1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
1.5.12prof.Cr2b	Explain how traditional and non-traditional materials may impact human health and the environment, and demonstrate safe handling of materials, tools and equipment.
1.5.12prof.Cr2c	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place.
Accomplished	
1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
1.5.12acc.Cr2b	Redesign an object, system, place, or design in response to contemporary issues.

Advanced	
1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
1.5.12adv.Cr2b:	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.
Anchor Standard 3 Refining and Completing Products	
Proficient	
1.5.12prof.Cr3a	Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on and plan revisions for works of art and design in progress.
Accomplished	
1.5.12acc.Cr3a	Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision.
Advanced	
1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
Anchor Standard 4 Selecting, Analyzing, and Interpreting Work	
Proficient	
1.5.12prof.Pr4a	Analyze, select and curate artifacts and/or artworks for presentation and preservation
Accomplished	
1.5.12acc.Pr4a	Analyze, select and critique personal artwork for a collection or portfolio presentation.
Advanced	
1.5.12adv.Pr4a	Critique, justify and present choices in the process of analyzing, selecting, curating, and presenting artwork for a specific exhibit or event.
Anchor Standard 5 Developing and refining techniques and models or steps needed to create product	
Proficient	
1.5.12prof.Pr5a	Analyze and evaluate the reasons and ways an exhibition is presented.
Accomplished	
1.5.12acc.Pr5a	Evaluate, select and apply methods or processes appropriate to display artwork in a specific place
Advanced	
1.5.12adv.Pr5a	Investigate, compare and contrast methods for preserving and protecting art
Anchor Standard 6	Conveying Meaning Through Art

Proficient	
1.5.12prof.Pr6a	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural or political beliefs and understandings
Accomplished	
1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
Advanced	
1.5.12adv.Pr6a	Curate a collection of objects, artifacts or artwork to impact the viewer's understanding of social, cultural and/or political experiences.
Anchor Standard 7	Perceiving and Analyzing Products
Proficient	
1.5.12prof.Re7a	Hypothesize ways in which art influences perception and understanding of human experiences
1.5.12prof.Re7b	Analyze how one's understanding of the world is affected by experiencing visual arts.
Accomplished	
1.5.12acc.Re7a	Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.
1.5.12acc.Re7b	Evaluate the effectiveness of visual artworks to influence ideas, feelings, and behaviors of specific audiences.
Advanced	
1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.
1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
Anchor Standard 8	Interpreting intent and meaning
Proficient	
1.5.12prof.Re8a	Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts
Accomplished	
1.5.12acc.Re8a	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.
Advanced	
1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
Anchor Standard 9	Applying criteria to evaluate products.
Proficient	

1.5.12prof.Re9a	Establish relevant criteria in order to evaluate a work of art or collection of works.
Accomplished	
1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
Advanced	
1.5.12adv.Re9a	Construct evaluations of a work of art or collection of works based on differing sets of criteria.
Anchor Standard 10.	Synthesizing and relating knowledge and personal experiences to create products
Proficient	
1.5.12prof.Cn10a.	Document the process of developing ideas from early stages to fully elaborated ideas
Accomplished	
1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking
Advanced	
1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.
Proficient	
1.5.12prof.Cn11a	Describe how knowledge of culture, traditions and history may influence personal responses to art.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
Accomplished	
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change
Advanced	
1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society
1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.
Instructional Focus	
Unit Enduring Understandings	

- The computer is basically a simple machine that impacts our lives in many ways.
- The computer has had a significant impact on the way communications media are designed and produced today.
- The internet has also given artists opportunities to work in a new way.
- Computers can help people who have difficulties with traditional skills such as drawing, produce works of art.
- There are a variety of graphics tools available to artists.

Unit Essential Questions

- How does a computer work?
- What are some of the major components?
- How did the computer evolve?
- How has the computer changed animation?
- How are images created and displayed on a computer?
- How have computer drawing programs helped illustrators?

Objectives

Students will know:

- The computer has had a significant impact on the way communications media are designed and produced today
- Computer graphics technologies used for medicine, military, and other high-tech industries have become integrated into the artist's toolkit.

Students will be able to:

- Vocabulary and content knowledge of basic computer technology
- Using the internet to research the history of computer graphics.

Resources

Suggested Resources:

Reporting Computer Basics
 Computer Review Quiz

UNIT 5: Introduction to Computer Animation

Summary and Rationale	
Students begin to use digital animation programs. They integrate the language of art and animation into a number of short movies.	
Recommended Pacing	
This unit typically takes 6 weeks to complete.	
State Standards	
Anchor Standard 1 Generating and Conceptualizing Ideas	
Proficient	
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
Accomplished	
1.5.12acc.Cr1a	Individually and collaboratively formulate new creative problems based on student’s existing artwork.
1.5.12acc.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
Advanced	
1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
Anchor Standard 2 Organizing and Developing Ideas	
Proficient	
1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
1.5.12prof.Cr2b	Explain how traditional and non-traditional materials may impact human health and the environment, and demonstrate safe handling of materials, tools and equipment.
1.5.12prof.Cr2c	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place.
Accomplished	
1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
1.5.12acc.Cr2b	Redesign an object, system, place, or design in response to contemporary issues.

Advanced	
1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
1.5.12adv.Cr2b:	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.
Anchor Standard 3 Refining and Completing Products	
Proficient	
1.5.12prof.Cr3a	Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on and plan revisions for works of art and design in progress.
Accomplished	
1.5.12acc.Cr3a	Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision.
Advanced	
1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
Anchor Standard 4 Selecting, Analyzing, and Interpreting Work	
Proficient	
1.5.12prof.Pr4a	Analyze, select and curate artifacts and/or artworks for presentation and preservation
Accomplished	
1.5.12acc.Pr4a	Analyze, select and critique personal artwork for a collection or portfolio presentation.
Advanced	
1.5.12adv.Pr4a	Critique, justify and present choices in the process of analyzing, selecting, curating, and presenting artwork for a specific exhibit or event.
Anchor Standard 5 Developing and refining techniques and models or steps needed to create product	
Proficient	
1.5.12prof.Pr5a	Analyze and evaluate the reasons and ways an exhibition is presented.
Accomplished	
1.5.12acc.Pr5a	Evaluate, select and apply methods or processes appropriate to display artwork in a specific place
Advanced	
1.5.12adv.Pr5a	Investigate, compare and contrast methods for preserving and protecting art
Anchor Standard 6	Conveying Meaning Through Art

Proficient	
1.5.12prof.Pr6a	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural or political beliefs and understandings
Accomplished	
1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
Advanced	
1.5.12adv.Pr6a	Curate a collection of objects, artifacts or artwork to impact the viewer's understanding of social, cultural and/or political experiences.
Anchor Standard 7	Perceiving and Analyzing Products
Proficient	
1.5.12prof.Re7a	Hypothesize ways in which art influences perception and understanding of human experiences
1.5.12prof.Re7b	Analyze how one's understanding of the world is affected by experiencing visual arts.
Accomplished	
1.5.12acc.Re7a	Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.
1.5.12acc.Re7b	Evaluate the effectiveness of visual artworks to influence ideas, feelings, and behaviors of specific audiences.
Advanced	
1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.
1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
Anchor Standard 8	Interpreting intent and meaning
Proficient	
1.5.12prof.Re8a	Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts
Accomplished	
1.5.12acc.Re8a	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.
Advanced	
1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
Anchor Standard 9	Applying criteria to evaluate products.
Proficient	

1.5.12prof.Re9a	Establish relevant criteria in order to evaluate a work of art or collection of works.
Accomplished	
1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
Advanced	
1.5.12adv.Re9a	Construct evaluations of a work of art or collection of works based on differing sets of criteria.
Anchor Standard 10.	Synthesizing and relating knowledge and personal experiences to create products
Proficient	
1.5.12prof.Cn10a.	Document the process of developing ideas from early stages to fully elaborated ideas
Accomplished	
1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking
Advanced	
1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.
Proficient	
1.5.12prof.Cn11a	Describe how knowledge of culture, traditions and history may influence personal responses to art.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
Accomplished	
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change
Advanced	
1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society
1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.
Instructional Focus	
Unit Enduring Understandings	

- Students will know that proportion, variety, and pattern are some of the Principles of Design
- Students will know that there is a difference between bitmap or raster graphics and vector graphics.

Unit Essential Questions

- How are images displayed on a computer?
- What are some of the tools and procedures in 2D animation software programs?
- What are the fundamental basic concepts and vocabulary in animation?
- What are the Principles of Design and how can animators use them in their movies?

Objectives

Students will know:

- There is a difference between Vector and Bitmap Graphics.
- How to begin using a 2-D animation program such as Adobe Flash Professional.
- Some of the basic tools in the software are Drawing Tools, Interface, the Stage, Timeline.
- How to apply some animation techniques such as Keyframes and inbetweens or "tweens."

Students will be able to:

- Create simple animated exercises such as a bouncing ball, modify the bouncing ball animation with squash and stretch.
- Create a simple animated exercise demonstrating the Principle of Variety by changing the color of a shape over time.
- Create a simple animated exercise demonstrating the Principle of Scale or Proportion by changing the size of a shape over time.
- Create an original mandala using a radial design and repetition and demonstrate the Principle of Pattern in an animation.

Resources

Suggested Resources:

Using a 2D program
 Bouncing Ball
 Animating Principles of Design Rubric

UNIT 6: Animation Enriched by Sound

Summary and Rationale	
Animating a song - matching visuals to music.	
Recommended Pacing	
This unit takes approximately 4 weeks.	
State Standards	
Anchor Standard 1 Generating and Conceptualizing Ideas	
Proficient	
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
Accomplished	
1.5.12acc.Cr1a	Individually and collaboratively formulate new creative problems based on student’s existing artwork.
1.5.12acc.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
Advanced	
1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
Anchor Standard 2 Organizing and Developing Ideas	
Proficient	
1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
1.5.12prof.Cr2b	Explain how traditional and non-traditional materials may impact human health and the environment, and demonstrate safe handling of materials, tools and equipment.
1.5.12prof.Cr2c	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place.
Accomplished	
1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
1.5.12acc.Cr2b	Redesign an object, system, place, or design in response to contemporary issues.
Advanced	

1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
1.5.12adv.Cr2b:	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.
Anchor Standard 3 Refining and Completing Products	
Proficient	
1.5.12prof.Cr3a	Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on and plan revisions for works of art and design in progress.
Accomplished	
1.5.12acc.Cr3a	Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision.
Advanced	
1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
Anchor Standard 4 Selecting, Analyzing, and Interpreting Work	
Proficient	
1.5.12prof.Pr4a	Analyze, select and curate artifacts and/or artworks for presentation and preservation
Accomplished	
1.5.12acc.Pr4a	Analyze, select and critique personal artwork for a collection or portfolio presentation.
Advanced	
1.5.12adv.Pr4a	Critique, justify and present choices in the process of analyzing, selecting, curating, and presenting artwork for a specific exhibit or event.
Anchor Standard 5 Developing and refining techniques and models or steps needed to create product	
Proficient	
1.5.12prof.Pr5a	Analyze and evaluate the reasons and ways an exhibition is presented.
Accomplished	
1.5.12acc.Pr5a	Evaluate, select and apply methods or processes appropriate to display artwork in a specific place
Advanced	
1.5.12adv.Pr5a	Investigate, compare and contrast methods for preserving and protecting art
Anchor Standard 6 Conveying Meaning Through Art	
Proficient	

1.5.12prof.Pr6a	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural or political beliefs and understandings
Accomplished	
1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
Advanced	
1.5.12adv.Pr6a	Curate a collection of objects, artifacts or artwork to impact the viewer's understanding of social, cultural and/or political experiences.
Anchor Standard 7	Perceiving and Analyzing Products
Proficient	
1.5.12prof.Re7a	Hypothesize ways in which art influences perception and understanding of human experiences
1.5.12prof.Re7b	Analyze how one's understanding of the world is affected by experiencing visual arts.
Accomplished	
1.5.12acc.Re7a	Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.
1.5.12acc.Re7b	Evaluate the effectiveness of visual artworks to influence ideas, feelings, and behaviors of specific audiences.
Advanced	
1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.
1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
Anchor Standard 8	Interpreting intent and meaning
Proficient	
1.5.12prof.Re8a	Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts
Accomplished	
1.5.12acc.Re8a	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.
Advanced	
1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
Anchor Standard 9	Applying criteria to evaluate products.
Proficient	
1.5.12prof.Re9a	Establish relevant criteria in order to evaluate a work of art or collection of works.

Accomplished	
1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
Advanced	
1.5.12adv.Re9a	Construct evaluations of a work of art or collection of works based on differing sets of criteria.
Anchor Standard 10.	Synthesizing and relating knowledge and personal experiences to create products
Proficient	
1.5.12prof.Cn10a.	Document the process of developing ideas from early stages to fully elaborated ideas
Accomplished	
1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking
Advanced	
1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.
Proficient	
1.5.12prof.Cn11a	Describe how knowledge of culture, traditions and history may influence personal responses to art.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
Accomplished	
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change
Advanced	
1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society
1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.

Instructional Focus

Unit Enduring Understandings

- Because of time and motion in animation, animators can convey a message or story using animation.
- Because of time and motion in animation, animators can really interpret songs and music.

Unit Essential Questions
<ul style="list-style-type: none"> • How can an artist/ animator visually interpret a song? • How do music video directors match image to song?
Objectives
<p>Students will know:</p> <ul style="list-style-type: none"> • Visual forms can be given to intangible ideas and inputs through the use of metaphor and interpretation. • Animators and artists have been inspired by music for many years. • Animators can bring real life and emotion by pairing sound and/or music with animation. • Art elements such as line shape, color, and timing are necessary in successful animation. <p>Students will be able to:</p> <ul style="list-style-type: none"> • Identify how the animators in films such as Disney's Fantasia interpreted famous historical works of music or how today's Directors interpret music in videos. • Create a theme or story to match a song. • Use a storyboard to plan out an animation. • Use 2-D animation to create unique symbolic interpretation of a musical work of art. • Capture music, edit it in a sound editing program, and import it into the animation software. • Use a timeline along with keyframes to match the music to the motion.
Resources
<p>Suggested Resources: Animating music Rubric</p>

UNIT 7: Bringing Animation to Life

Summary and Rationale	
Applying the 12 Principles of Animation, character animation, lip sync	
Recommended Pacing	
This unit takes an average of 6 weeks.	
State Standards	
Anchor Standard 1 Generating and Conceptualizing Ideas	
Proficient	
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
Accomplished	
1.5.12acc.Cr1a	Individually and collaboratively formulate new creative problems based on student’s existing artwork.
1.5.12acc.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
Advanced	
1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
Anchor Standard 2 Organizing and Developing Ideas	
Proficient	
1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
1.5.12prof.Cr2b	Explain how traditional and non-traditional materials may impact human health and the environment, and demonstrate safe handling of materials, tools and equipment.
1.5.12prof.Cr2c	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place.
Accomplished	
1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
1.5.12acc.Cr2b	Redesign an object, system, place, or design in response to contemporary issues.
Advanced	

1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
1.5.12adv.Cr2b:	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.
Anchor Standard 3 Refining and Completing Products	
Proficient	
1.5.12prof.Cr3a	Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on and plan revisions for works of art and design in progress.
Accomplished	
1.5.12acc.Cr3a	Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision.
Advanced	
1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
Anchor Standard 4 Selecting, Analyzing, and Interpreting Work	
Proficient	
1.5.12prof.Pr4a	Analyze, select and curate artifacts and/or artworks for presentation and preservation
Accomplished	
1.5.12acc.Pr4a	Analyze, select and critique personal artwork for a collection or portfolio presentation.
Advanced	
1.5.12adv.Pr4a	Critique, justify and present choices in the process of analyzing, selecting, curating, and presenting artwork for a specific exhibit or event.
Anchor Standard 5 Developing and refining techniques and models or steps needed to create product	
Proficient	
1.5.12prof.Pr5a	Analyze and evaluate the reasons and ways an exhibition is presented.
Accomplished	
1.5.12acc.Pr5a	Evaluate, select and apply methods or processes appropriate to display artwork in a specific place
Advanced	
1.5.12adv.Pr5a	Investigate, compare and contrast methods for preserving and protecting art
Anchor Standard 6 Conveying Meaning Through Art	
Proficient	

1.5.12prof.Pr6a	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural or political beliefs and understandings
Accomplished	
1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
Advanced	
1.5.12adv.Pr6a	Curate a collection of objects, artifacts or artwork to impact the viewer's understanding of social, cultural and/or political experiences.
Anchor Standard 7	Perceiving and Analyzing Products
Proficient	
1.5.12prof.Re7a	Hypothesize ways in which art influences perception and understanding of human experiences
1.5.12prof.Re7b	Analyze how one's understanding of the world is affected by experiencing visual arts.
Accomplished	
1.5.12acc.Re7a	Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.
1.5.12acc.Re7b	Evaluate the effectiveness of visual artworks to influence ideas, feelings, and behaviors of specific audiences.
Advanced	
1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.
1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
Anchor Standard 8	Interpreting intent and meaning
Proficient	
1.5.12prof.Re8a	Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts
Accomplished	
1.5.12acc.Re8a	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.
Advanced	
1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
Anchor Standard 9	Applying criteria to evaluate products.
Proficient	
1.5.12prof.Re9a	Establish relevant criteria in order to evaluate a work of art or collection of works.

Accomplished	
1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
Advanced	
1.5.12adv.Re9a	Construct evaluations of a work of art or collection of works based on differing sets of criteria.
Anchor Standard 10.	Synthesizing and relating knowledge and personal experiences to create products
Proficient	
1.5.12prof.Cn10a.	Document the process of developing ideas from early stages to fully elaborated ideas
Accomplished	
1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking
Advanced	
1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.
Proficient	
1.5.12prof.Cn11a	Describe how knowledge of culture, traditions and history may influence personal responses to art.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
Accomplished	
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change
Advanced	
1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society
1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.

Instructional Focus

Unit Enduring Understandings

- Character Animation can bring life to inanimate objects.
- Computer animation incorporates many of the traditional 12 Principles of Animation.
- Light and shadow help to define 3 dimensions.

Unit Essential Questions
<ul style="list-style-type: none"> • How do artists create animated characters with personality? • What brings animation to life? • How do artists create realism?
Objectives
<p>Students will know:</p> <ul style="list-style-type: none"> • The 12 Principles of Animation help to give life and personality to characters. • Animation principles are used in computer animation as they have been in traditional animation. • Animators can bring real life and emotion to a movie through character animation. • Shape, color, value, form, texture are Elements of Art. • Shapes can look more 3-D (form) with shading. <p>Students will be able to:</p> <ul style="list-style-type: none"> • Identify some of the Principles of Animation when they look at animations. • Appreciate animated films based on their knowledge of how they are created and the technical developments in the field. • Make sketches using some of the Principles of Animation,, such as head turning on an arc. • Create practice drawings of animator's standards such as "The Walk Cycle" and "Head Turning on an Arc." • Create an object and give it personality based on one or more of the animation techniques. • Use shading and texture to refine their characters.
Resources
<p>Suggested Resources: What is Character Animation presentation 12 Principles of Animation Presentation Creating a Character Animation Handout</p>

UNIT 8: Digital Photography

Summary and Rationale	
Introduction to Photography and Adobe Photoshop. Using Photoshop layers and Flash to animate a famous work of art.	
Recommended Pacing	
This unit would take approximately 5 weeks.	
State Standards	
Anchor Standard 1 Generating and Conceptualizing Ideas	
Proficient	
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
Accomplished	
1.5.12acc.Cr1a	Individually and collaboratively formulate new creative problems based on student’s existing artwork.
1.5.12acc.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
Advanced	
1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
Anchor Standard 2 Organizing and Developing Ideas	
Proficient	
1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
1.5.12prof.Cr2b	Explain how traditional and non-traditional materials may impact human health and the environment, and demonstrate safe handling of materials, tools and equipment.
1.5.12prof.Cr2c	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place.
Accomplished	
1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
1.5.12acc.Cr2b	Redesign an object, system, place, or design in response to contemporary issues.

Advanced	
1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
1.5.12adv.Cr2b:	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.
Anchor Standard 3 Refining and Completing Products	
Proficient	
1.5.12prof.Cr3a	Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on and plan revisions for works of art and design in progress.
Accomplished	
1.5.12acc.Cr3a	Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision.
Advanced	
1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
Anchor Standard 4 Selecting, Analyzing, and Interpreting Work	
Proficient	
1.5.12prof.Pr4a	Analyze, select and curate artifacts and/or artworks for presentation and preservation
Accomplished	
1.5.12acc.Pr4a	Analyze, select and critique personal artwork for a collection or portfolio presentation.
Advanced	
1.5.12adv.Pr4a	Critique, justify and present choices in the process of analyzing, selecting, curating, and presenting artwork for a specific exhibit or event.
Anchor Standard 5 Developing and refining techniques and models or steps needed to create product	
Proficient	
1.5.12prof.Pr5a	Analyze and evaluate the reasons and ways an exhibition is presented.
Accomplished	
1.5.12acc.Pr5a	Evaluate, select and apply methods or processes appropriate to display artwork in a specific place
Advanced	
1.5.12adv.Pr5a	Investigate, compare and contrast methods for preserving and protecting art
Anchor Standard 6	Conveying Meaning Through Art

Proficient	
1.5.12prof.Pr6a	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural or political beliefs and understandings
Accomplished	
1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
Advanced	
1.5.12adv.Pr6a	Curate a collection of objects, artifacts or artwork to impact the viewer's understanding of social, cultural and/or political experiences.
Anchor Standard 7	Perceiving and Analyzing Products
Proficient	
1.5.12prof.Re7a	Hypothesize ways in which art influences perception and understanding of human experiences
1.5.12prof.Re7b	Analyze how one's understanding of the world is affected by experiencing visual arts.
Accomplished	
1.5.12acc.Re7a	Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.
1.5.12acc.Re7b	Evaluate the effectiveness of visual artworks to influence ideas, feelings, and behaviors of specific audiences.
Advanced	
1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.
1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
Anchor Standard 8	Interpreting intent and meaning
Proficient	
1.5.12prof.Re8a	Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts
Accomplished	
1.5.12acc.Re8a	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.
Advanced	
1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
Anchor Standard 9	Applying criteria to evaluate products.
Proficient	

1.5.12prof.Re9a	Establish relevant criteria in order to evaluate a work of art or collection of works.
Accomplished	
1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
Advanced	
1.5.12adv.Re9a	Construct evaluations of a work of art or collection of works based on differing sets of criteria.
Anchor Standard 10.	Synthesizing and relating knowledge and personal experiences to create products
Proficient	
1.5.12prof.Cn10a.	Document the process of developing ideas from early stages to fully elaborated ideas
Accomplished	
1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking
Advanced	
1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.
Proficient	
1.5.12prof.Cn11a	Describe how knowledge of culture, traditions and history may influence personal responses to art.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
Accomplished	
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change
Advanced	
1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society
1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.
Instructional Focus	
Unit Enduring Understandings	

- Photography has evolved as an art medium just like painting and sculpture.
- Techniques that were once achieved in the darkroom with enlargers and chemicals can now be done with photo-manipulation software.
- Filmmakers have often used paintings as a reference or part of their movie or animation.
- Animation allows us to use our imagination and take a painting further than its original form.

Unit Essential Questions

- What is Photoshop?
- How is photography related to multimedia?
- How have filmmakers and animators referenced art history?
- Can we take a painting and animate it?

Objectives

Students will know:

- Photography has different qualities than painting or drawing.
- Paintings inspire other artists to interpret or recreate the original work.
- Use of color, line, texture, shape, and value can enhance the mood of a painting.
- That they can separate some of the elements to modify or enhance the painting as an animation.
- Digital photography and the internet have affected copyright laws and practices.

Students will be able to:

- Import digital photos into a computer and manipulate the image using Adobe Photoshop.
- Use some of the basic features in Photoshop.
- Select a painting and research the artist and painting to identify the style and art historical context of that work.
- Use paint tools available in Adobe Photoshop if they need to modify part of the painting.
- Import the image and the moveable parts from Photoshop into the Animation program.
- Consciously maintain or change the feeling of the work through animation.

Resources

Suggested Resources:

Photography Basics Presentation
 Photoshop Basics
 Animating a Work of Art Rubric

UNIT 9: 3D Animation and Special Effects

Summary and Rationale	
Introducing and exploring the techniques used in today's movies.	
Recommended Pacing	
This unit takes about 4-5 class sessions	
State Standards	
Anchor Standard 1 Generating and Conceptualizing Ideas	
Proficient	
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
Accomplished	
1.5.12acc.Cr1a	Individually and collaboratively formulate new creative problems based on student's existing artwork.
1.5.12acc.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
Advanced	
1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
Anchor Standard 2 Organizing and Developing Ideas	
Proficient	
1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
1.5.12prof.Cr2b	Explain how traditional and non-traditional materials may impact human health and the environment, and demonstrate safe handling of materials, tools and equipment.
1.5.12prof.Cr2c	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place.
Accomplished	
1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
1.5.12acc.Cr2b	Redesign an object, system, place, or design in response to contemporary issues.
Advanced	

1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
1.5.12adv.Cr2b:	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.
Anchor Standard 3 Refining and Completing Products	
Proficient	
1.5.12prof.Cr3a	Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on and plan revisions for works of art and design in progress.
Accomplished	
1.5.12acc.Cr3a	Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision.
Advanced	
1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
Anchor Standard 4 Selecting, Analyzing, and Interpreting Work	
Proficient	
1.5.12prof.Pr4a	Analyze, select and curate artifacts and/or artworks for presentation and preservation
Accomplished	
1.5.12acc.Pr4a	Analyze, select and critique personal artwork for a collection or portfolio presentation.
Advanced	
1.5.12adv.Pr4a	Critique, justify and present choices in the process of analyzing, selecting, curating, and presenting artwork for a specific exhibit or event.
Anchor Standard 5 Developing and refining techniques and models or steps needed to create product	
Proficient	
1.5.12prof.Pr5a	Analyze and evaluate the reasons and ways an exhibition is presented.
Accomplished	
1.5.12acc.Pr5a	Evaluate, select and apply methods or processes appropriate to display artwork in a specific place
Advanced	
1.5.12adv.Pr5a	Investigate, compare and contrast methods for preserving and protecting art
Anchor Standard 6 Conveying Meaning Through Art	
Proficient	

1.5.12prof.Pr6a	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural or political beliefs and understandings
Accomplished	
1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
Advanced	
1.5.12adv.Pr6a	Curate a collection of objects, artifacts or artwork to impact the viewer's understanding of social, cultural and/or political experiences.
Anchor Standard 7	Perceiving and Analyzing Products
Proficient	
1.5.12prof.Re7a	Hypothesize ways in which art influences perception and understanding of human experiences
1.5.12prof.Re7b	Analyze how one's understanding of the world is affected by experiencing visual arts.
Accomplished	
1.5.12acc.Re7a	Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.
1.5.12acc.Re7b	Evaluate the effectiveness of visual artworks to influence ideas, feelings, and behaviors of specific audiences.
Advanced	
1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.
1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
Anchor Standard 8	Interpreting intent and meaning
Proficient	
1.5.12prof.Re8a	Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts
Accomplished	
1.5.12acc.Re8a	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.
Advanced	
1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
Anchor Standard 9	Applying criteria to evaluate products.
Proficient	
1.5.12prof.Re9a	Establish relevant criteria in order to evaluate a work of art or collection of works.

Accomplished	
1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
Advanced	
1.5.12adv.Re9a	Construct evaluations of a work of art or collection of works based on differing sets of criteria.
Anchor Standard 10.	Synthesizing and relating knowledge and personal experiences to create products
Proficient	
1.5.12prof.Cn10a.	Document the process of developing ideas from early stages to fully elaborated ideas
Accomplished	
1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking
Advanced	
1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.
Proficient	
1.5.12prof.Cn11a	Describe how knowledge of culture, traditions and history may influence personal responses to art.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
Accomplished	
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change
Advanced	
1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society
1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.
Instructional Focus	
Unit Enduring Understandings	
•	

Unit Essential Questions
<ul style="list-style-type: none"> • What is the difference between 2D and 3D animation? • What is 3D animation? • What are some of the different kinds of special effects?
Objectives
<p>Students will know:</p> <ul style="list-style-type: none"> • 3D animation developed as a result of computer technology. • 3D animation places a 3-dimensional object into a 3-dimensional environment. It is not the illusion of space. • Special effects have been a part of filmmaking since the beginning of cinema. <p>Students will be able to:</p> <ul style="list-style-type: none"> • Identify different film effects used in the movies. • Use software to create special effects either in still images or in animation.
Resources
<p>Suggested Resources: Teacher Made Presentation Adobe Cloud Classroom Technology</p>

UNIT 10: Future Trends and Interactivity

Summary and Rationale	
Exploration of Web design, game designs, and understanding nonlinear hypermedia.	
Recommended Pacing	
Depending on the lesson/s selected for this unit, it can take from 1 to 3 weeks.	
State Standards	
Anchor Standard 1 Generating and Conceptualizing Ideas	
Proficient	
1.5.12prof.Cr1a	Use multiple approaches to begin creative endeavors.
1.5.12prof.Cr1b	Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art and design.
Accomplished	
1.5.12acc.Cr1a	Individually and collaboratively formulate new creative problems based on student’s existing artwork.
1.5.12acc.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.
Advanced	
1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
Anchor Standard 2 Organizing and Developing Ideas	
Proficient	
1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
1.5.12prof.Cr2b	Explain how traditional and non-traditional materials may impact human health and the environment, and demonstrate safe handling of materials, tools and equipment.
1.5.12prof.Cr2c	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and experience of a particular place.
Accomplished	
1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
1.5.12acc.Cr2b	Redesign an object, system, place, or design in response to contemporary issues.
Advanced	

1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
1.5.12adv.Cr2b:	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.
Anchor Standard 3 Refining and Completing Products	
Proficient	
1.5.12prof.Cr3a	Apply relevant criteria from traditional and contemporary cultural contexts to examine, reflect on and plan revisions for works of art and design in progress.
Accomplished	
1.5.12acc.Cr3a	Engage in constructive critique with peers, then reflect on, re-engage, revise, and refine works of art and design in response to personal artistic vision.
Advanced	
1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
Anchor Standard 4 Selecting, Analyzing, and Interpreting Work	
Proficient	
1.5.12prof.Pr4a	Analyze, select and curate artifacts and/or artworks for presentation and preservation
Accomplished	
1.5.12acc.Pr4a	Analyze, select and critique personal artwork for a collection or portfolio presentation.
Advanced	
1.5.12adv.Pr4a	Critique, justify and present choices in the process of analyzing, selecting, curating, and presenting artwork for a specific exhibit or event.
Anchor Standard 5 Developing and refining techniques and models or steps needed to create product	
Proficient	
1.5.12prof.Pr5a	Analyze and evaluate the reasons and ways an exhibition is presented.
Accomplished	
1.5.12acc.Pr5a	Evaluate, select and apply methods or processes appropriate to display artwork in a specific place
Advanced	
1.5.12adv.Pr5a	Investigate, compare and contrast methods for preserving and protecting art
Anchor Standard 6 Conveying Meaning Through Art	
Proficient	

1.5.12prof.Pr6a	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural or political beliefs and understandings
Accomplished	
1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
Advanced	
1.5.12adv.Pr6a	Curate a collection of objects, artifacts or artwork to impact the viewer's understanding of social, cultural and/or political experiences.
Anchor Standard 7	Perceiving and Analyzing Products
Proficient	
1.5.12prof.Re7a	Hypothesize ways in which art influences perception and understanding of human experiences
1.5.12prof.Re7b	Analyze how one's understanding of the world is affected by experiencing visual arts.
Accomplished	
1.5.12acc.Re7a	Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.
1.5.12acc.Re7b	Evaluate the effectiveness of visual artworks to influence ideas, feelings, and behaviors of specific audiences.
Advanced	
1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.
1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
Anchor Standard 8	Interpreting intent and meaning
Proficient	
1.5.12prof.Re8a	Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts
Accomplished	
1.5.12acc.Re8a	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.
Advanced	
1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
Anchor Standard 9	Applying criteria to evaluate products.
Proficient	
1.5.12prof.Re9a	Establish relevant criteria in order to evaluate a work of art or collection of works.

Accomplished	
1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
Advanced	
1.5.12adv.Re9a	Construct evaluations of a work of art or collection of works based on differing sets of criteria.
Anchor Standard 10.	Synthesizing and relating knowledge and personal experiences to create products
Proficient	
1.5.12prof.Cn10a.	Document the process of developing ideas from early stages to fully elaborated ideas
Accomplished	
1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking
Advanced	
1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
Anchor Standard 11	Relating artistic ideas and works within societal, cultural, and historical contexts to deepen understanding.
Proficient	
1.5.12prof.Cn11a	Describe how knowledge of culture, traditions and history may influence personal responses to art.
1.5.12prof.Cn11b	Describe how knowledge of global issues, including climate change, may influence personal responses to art.
Accomplished	
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change
Advanced	
1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society
1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.

Instructional Focus

Unit Enduring Understandings

- Throughout history, artists have been fascinated by new technologies and this is true today.
- There are galleries and other venues where artists can freely experiment and display work in new media.
- The computer and telecommunications have had a significant impact on the way art today is created and

displayed.

Unit Essential Questions

- What are some of the new emerging technologies that could influence how artists work?
- If art moves forward with new technology, what will art look like in the future?

Objectives

Students will know:

- Examples of new media are computer-generated 2D and 3D images, interactive installations, web-based art, animation, and programmed sculptures.
- The internet has also given artists opportunities to display art in a new way.
- How technologies used for medicine, military, and other high-tech industries have become integrated into the artist's toolkit.
- Hypermedia involves the use of non-linear action.
- That web interface designers use color and design standards to help a user navigate through a web site.
- Game designers use a variety of aesthetic techniques to create a mood.

Students will be able to:

- Define terms such as hypermedia, multimedia, interactivity, and artificial intelligence.
- Describe different works created today by artists working and experimenting with new technology.
- Understand how a website is created and functions.
- Appreciate games and interactive technology based on their knowledge of how they are created and the technical developments in the field.
- Use software to create an interactive project.

Resources

Suggested Resources:

Teacher Made Presentation
Adobe Cloud
Classroom Technology