

DESE Model Curriculum: Multimedia (CIP Code: 11.010)

GRADE LEVEL/UNIT TITLE: 11-12/Create Animations

COURSE INTRODUCTION			
Students will work with multimedia software to develop electronic presentations. They will learn how to manipulate text, art and graphics, photography, animation, audio, and video for presentations in various media formats.			
Course rationale: This course addresses the technological skills required of students to create effective electronic presentations for the companies employing them. The demand for multimedia knowledge and ability to apply it will continue to expand as businesses utilize multimedia functions including graphics, audio, video, web pages, and electronic presentations.			
UNIT DESCRIPTION	SUGGESTED UNIT TIMELINE		
Create and edit animations using a variety of animation software.	Five to eight class periods		
	CLASS PERIOD (min)		
	50		
ESSENTIAL QUESTIONS			
1. How is animation used to convey or improve information?			
2. What is the most effective animation for the intended media?			
ESSENTIAL MEASURABLE LEARNING OBJECTIVES		NBEA STANDARD	DOK
1. Create frame-by-frame animations		IT.V.3.5	4
2. Create reusable symbols (e.g., button, movie, graphic)		IT.V.3.5	4
3. Apply motion and shape tweens		IT.V.3.5	2
4. Modify bitmaps (trace bitmap, convert to symbol)		IT.V.3.5	2
5. Use layers and object modification techniques (e.g., transform, alpha transparency, filters)		IT.V.3.5	4
6. Add interactivity to animations with buttons, menus, and scripting		IT.V.3.5	3
7. Explore advanced animation techniques (e.g., 3D)		IT.V.3.5	4
ASSESSMENT DESCRIPTIONS			
Students will create an animated drawing. Gif Animation project.pdf			
OBJ. #	INSTRUCTIONAL STRATEGIES		
1 - 7	1. Teacher will demonstrate use of animation software.		
OBJ. #	INSTRUCTIONAL ACTIVITIES		
1 - 7	1. Students will create animated .swf files using animation software. Gif Animation project.pdf		
UNIT RESOURCES			
n/a			