Grade 11-12 Animation & Motion Graphics, Quarter 1, Revised 2014-15

**Big Ideas/Key Concepts:**
Students will develop safe work habits as they create animation pieces for a variety of audiences and media that incorporate design theory, including the principles and elements of design.

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<th>Standards</th>
<th>Student Friendly “I Can” Statements</th>
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| 1.0 Students will perform safety examinations and maintain safety records. | • I can research safe work habits and procedures related to visual communications industries.  
• I can practice safe work habits and apply appropriate technology.  
• I can understand health risks working in the visual communications industries.  
• I can pass with 100% accuracy a written exam relating to safety issues and will use these safe procedures for the rest of the year.  
• I can pass with 100% accuracy a performance exam relating to safety and will use these safe procedures for the rest of the year.  
• I can keep a Visual Communications notebook with all safety information and exams.  
• I can practice good leadership skills every day.  
• I can participate in SkillsUSA.  
• I can assess situations in the digital art and design industry and develop a presentation offering solutions or improvements.  
• I can serve as a leader in my school and community. |
| 2.0 Demonstrate leadership, citizenship, and teamwork skills required for success in the school, community, and workplace. |
4.0 Demonstrate understandings and application of knowledge, skills, and methods associated with animation, simulation and motion graphics that are supported by design processes, principles and software knowledge.

- I can use industry software to create an animation and/or motion graphic project based on principles of design and processes.
- I can use traditional art forms to create animation and motion graphics.
- I can create an animation and motion graphic project based on principles of design and processes.
- I can develop animations using the concept of time.
- I can create animations and motion graphics that communicate messages and ideas.
- I can create animations and motion graphics that incorporate visual elements.
- I can create animations and motion graphics that incorporate visual elements and effects to clearly communicate a message.
- I can use appropriate animation and motion graphics vocabulary.
- I can use critical thinking skills.
- I can critique an animation or motion graphic.
- I can critique the effectiveness of visual choices as related to design principles.
- I can scan sketches to be used in an animation.

5.0 Demonstrate advanced understanding of a range of animation software, visual elements and effects, which utilize temporal concepts within animation and simulation, to transform content into effective vehicles for communication of story line, messages and ideas.

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- I can scan sketches to be used in an animation.

6.0 Students will develop critical thinking skills to critique and analyze animation projects followed by discussion of conclusions drawn as to what makes them effective or not effective in communicating story line, messages and ideas.

- I can develop a concept using a storyboard.
ideas, along with reflection on the effectiveness of their choices.

7.0 Students will demonstrate image, audio and media acquisition skills related to preparation for incorporation into comprehensive media projects and animations.

8.0 Demonstrate understandings of concepts relating to theme development, storytelling, storyboards, script writing and copy editing.

10.0 Students will develop e-Skills that are flexible and evolve with the increasing demands of technology developments and business needs, helping students become life-long learners.

11.0 Students will communicate effectively, demonstrating professional oral and written communication skills when presenting projects for critical review.

12.0 Students will analyze and demonstrate in-depth understanding of software.