

# CHINO VALLEY UNIFIED SCHOOL DISTRICT

## INSTRUCTIONAL GUIDE

### Introduction to Animation

Course Number	3159
Length of Course	1 Trimester (12 Weeks)
Grade Level	7-8
Board Approved	April 19, 2007

**Description of Course** – This is an introductory course that will expose students to the history of animation as an art form. The students will experiment with the different methods for creating moving images. Then, create their animations.

**Rational for Course** – Successful creation of even the simplest animation project requires organizational skills, problem solving, patience, discipline, and precision. (All skills that will serve the students well in high school and beyond.)

**Standard 1** - Artistic Perception: Processing, analyzing, and responding to sensory information through language skills unique to the visual arts.

- 1.1 Objective: Students will learn how to perceive the world in an artistic way by refining their sensory perceptions of works of art, objects in nature, events, and the environment. They will identify visual elements and principles of design using the language of the visual arts.
  - 1.1.1 Performance Indicator: Students will use artistic terms when describing the intent and content of works of art.
  - 1.1.2 Performance Indicator: Students will analyze the use of the elements of art and the principles of design as they relate to meaning in animation.
  - 1.1.3 Performance Indicator: Students will justify how their artistic choices contribute to the expressive quality of their own works of animation.

**Standard 2** - Creative Expression: Creating, Performing, and Participating in the Visual Arts.

- 2.1 Objective: Students will develop knowledge of artistic skills in a variety of visual arts media and technical processes. They will apply this knowledge and skill by creating original animations using various technical processes.
  - 2.1.1 Performance Indicator: Students will create original works of animation of increasing complexity and with increased skill.
  - 2.1.2 Performance Indicator: Students will explore a variety of animation techniques and processes, making choices as to what to apply in his/her work.
  - 2.1.3 Performance Indicator: Students will engage in expressive animation experiences, gaining personal insight and appreciation of his/her accomplishments and the accomplishments of others.
  - 2.1.4 Performance Indicator: Students will demonstrate an understanding of how to effectively solve artistic problems in unique and expressive ways.

**Standard 3** - Historical and Cultural Context: Understanding the historical contributions and cultural dimensions of animation.

- 3.1 Objective: Students will explore the role animation in human history and culture, noting human diversity as it relates to animation and animation artists.
  - 3.1.1 Performance Indicator: Examine and describe or report on the role of a work of animation created to make a social comment or protest social conditions.
  - 3.1.2 Performance Indicator: Compare, contrast, and analyze styles of animation from a variety of times and places in Western and non-Western cultures.

**Standard 4** - Aesthetic Valuing: responding to, analyzing, and making judgments about works of animation.

- 4.1 Objective: Students analyze, assess, and derive meaning from works of animation, including their own, according to the elements of art, the principles of design, and aesthetic qualities.
  - 4.1.1 Performance Indicator: Students will express their ideas about animation and give reasons for their preferences in works of animation.
  - 4.1.2 Performance Indicator: Students will respond to a variety of works of animation and talk about their interpretations of the artist's intention.

- 4.1.3 Performance Indicator: Students will develop and apply a set of criteria as individuals or in groups to assess and critique works of animation.

**Standard 5** - Connections, Relationships, Applications: Connecting and applying what is learned in the visual arts to other art forms and subject areas and to careers.

- 5.1 Objective: Students apply what they learned in the visual arts across subject areas. They develop competencies and creative skills in problem solving, communication, and management of time and resources that contribute to lifelong learning and career skills. They also learn about careers in and related to the visual arts.
  - 5.1.1 Performance Indicator: Students will select a favorite artist and create a music video that expresses personal ideas and views about the artist.
  - 5.1.2 Performance Indicator: Students will create an animation that expresses personal opinions about current social or political issues.
  - 5.1.3 Performance Indicator: Students will demonstrate an understanding of the effects of visual communication media (e.g., television, music videos, film, and internet) on all aspects of society.
  - 5.1.4 Performance Indicator: Students will work collaboratively to create an animation and write a report about the skills needed to become a professional animator.