

COURSE COM1070: ANIMATION 1**Level:** Introductory**Theme:** Audio/Video/Digital**Prerequisite:** None**Description:** Students are introduced to a variety of animation techniques and are given the opportunity to produce simple animation.**Parameters:** Access to basic animation equipment (e.g., animation board, camera with single frame ability) and/or a computer with animation software.**Supporting Course:** COM1020 Media & You**Curriculum and Assessment Standards**

General Outcomes	Assessment Criteria and Conditions	Suggested Emphasis
<p><i>The student will:</i></p> <ul style="list-style-type: none"> • identify fundamental concepts of the illusion of movement through animation • identify and describe at least two animation styles • describe the techniques used in creating the animation styles • produce short animation assignments 	<p><i>Assessment of student achievement should be based on:</i></p> <ul style="list-style-type: none"> • a teacher-directed evaluation designed to test the student's ability to: <ul style="list-style-type: none"> – identify and describe fundamental concepts of animation allowing the illusion of movement – identify and describe two animation styles and the techniques used to create them 	10
	<ul style="list-style-type: none"> • a portfolio consisting of: <ul style="list-style-type: none"> – at least two exercises each a minimum of 100 frames long and demonstrating creative use of an animation technique – at least two different animation projects (see SO notes) that demonstrate project planning, use of equipment and tools, and creative use of an animation technique. <p><i>Assessment Tool</i> <i>Portfolio Assessment, COM1070-1</i></p> <p><i>Standard</i> <i>Performance rating of 1 for each criteria.</i></p>	20
	<ul style="list-style-type: none"> • demonstrate basic competencies. <p><i>Assessment Tool</i> <i>Basic Competencies Reference Guide and any assessment tools noted above</i></p>	70
	<ul style="list-style-type: none"> • observations of individual effort and interpersonal interaction during the learning process. 	Integrated throughout

COURSE COM1070: ANIMATION 1 (continued)

Concept	Specific Outcomes	Notes
Processes and Procedures	<p><i>The student should:</i></p> <ul style="list-style-type: none"> • describe various animation styles and techniques • identify at least two animation styles and techniques: <ul style="list-style-type: none"> – cel animation, claymation, pixilation, computer animation, etc. • prepare an outline and/or formulate a storyboard for a presentation • prepare necessary materials (e.g., cards, models, clay, film and artwork) for animating the production • demonstrate skills with technical equipment (as required) to be used in capturing images and editing final product(s) • demonstrate responsibility and ethical behaviour by working within school and community standards. 	<p>The length of each animation may vary but the assessment will be based on the student's ability to have the animation move "effectively." "Effectively" means that the movement is consistent with the context of theme of the animation; it may be smooth or jerky.</p> <p>Emphasis should be hands-on activity, experimentation and evaluation of work (self and peer).</p> <p>Encourage the student to try a technique, even though the result may not be "perfect."</p>
Applied Technologies	<ul style="list-style-type: none"> • use techniques to have the animation move effectively • use technical equipment (e.g., camera, computer, editor) to capture images and edit final product(s) • identify and/or apply music and/or sound effects to enhance the production. 	<p>The most important outcome is for the student to develop skill in creating animation. "Effectively" means that the movement is consistent with the context or theme of the animation; it may be smooth or jerky.</p>

COURSE COM1070: ANIMATION 1 (continued)

Concept	Specific Outcomes	Notes
Presentation	<p><i>The student should:</i></p> <ul style="list-style-type: none">• present the project to teacher and peers• identify animation techniques/styles available and identify/explain animation techniques used• identify possible enhancements to project• identify/describe any difficulties encountered with project• evaluate, edit and redo to improve the quality of the animation• create and present a portfolio of work completed in this course (e.g., project plan, shot list or storyboard, finished project) or add this work to an existing portfolio.	

