



# ANIMATION I

## Year at a Glance (YAG)



FIRST SEMESTER		SECOND SEMESTER	
<b>First Nine Weeks</b>		<b>Third Nine Weeks</b>	
<p><b>TEKS</b> 14A, 14B, 14C, 14D, 14E, 14F</p>	<p><b>Elements and Principles of Animation, Art, and Animation Systems</b> This unit will deepen the student’s knowledge of the history and evolution of animation. Additionally, students will explore the impact of technology and the innovative animation technologies. Finally, students will become familiar with the career opportunities in the field of animation. The culminating activity for this unit will be student–created projects focused on one or more of the animation related careers.</p>	<p><b>TEKS</b> 3A, 3B, 3C, 3D, 3E, 3F, 3G</p>	<p><b>Communications Strategies in Animation</b> In this unit, students will be expected to increase their understanding the strategies involved in communications—both written and oral. As the basis for formal and informal presentations, mastery of these constructs is essential. The culminating activity for this unit will span the entirety of the course as skills learned will be applied in the various projects required for course completion.</p>
<p>12A, 12B, 12C, 12D 13A, 13B 15A, 15B, 15C, 15D, 15E, 15F</p>	<p><b>Understanding and Applying the Principles of Design in Animation</b> Students will use their prior knowledge of animation to create solutions to a variety of problems and then apply the principles of design to demonstrate their learning. Learning opportunities will include the use of various techniques and media common in animation. This will culminate with the students creating a multi-media presentation, presenting that work to classmates, and then working in groups using post-production processes to improve the presentation.</p>	<p>6</p>	<p><b>Cybersecurity in Animation</b> Cybersecurity is becoming more important as the world becomes increasingly dependent on technology. As animation is heavily dependent on technology ensuring the safety of student work is critical. The culminating activity for this 10-period unit will span the entirety of the course as skills learned will be applied in the various projects required for course completion.</p>
<p>2A, 2B 16A, 16B, 16C, 16D, 16E</p>	<p><b>Application of ELA / Math in Animation Projects</b> This unit will cause student to deepen their understanding of ELA and Math skills in Animation projects. Skills learned will be applied as projects and presentations are created and shared. The culminating activity for the unit will span the entirety of the course as skills learned will be applied in the various projects required for course completion.</p>	<p>10A, 10B, 10C, 10D 11A, 11B</p>	<p><b>Animation</b> Mastery of the principles, elements and techniques of animation is critical to the creation of quality work. Students must know how to appropriately use a variety the of hardware, software and storage devices and be able to demonstrate that knowledge. Also, critical to quality pieces of animation is stellar visual design.</p>
<b>Second Nine Weeks</b>		<b>Fourth Nine Weeks</b>	
<p><b>TEKS</b> 8A, 8B, 8C</p>	<p><b>Ethical Decision Making</b> In this unit, students will examine the standards of ethical conduct, the legal requirements of ethical behavior, and liabilities associated for failure to meet those expectations. Students will demonstrate the constructs of confidentiality and digital etiquette. The culminating activity for this unit will span the entirety of the course as skills learned will be applied in the various projects required for course completion.</p>	<p><b>TEKS</b> 10A, 10B, 10C, 10D 11A, 11B</p>	<p><b>Animation</b> A continuation of the principles, elements, techniques of animation being explored. The culminating activity for this unit will be a student–produced piece of animation that includes well–designed visuals, quality audio, and that captures the imagination of those viewing the production.</p>
		<p>1A, 1B, 1C</p>	<p><b>Employability</b> According to many employers, one of the greatest barriers to young people seeking employment is a</p>

<p>5, 4a, 4B, 9</p>	<p><b>Technology Applications, Problem Solving, and Efficiency</b> Technology applications are key to the efficient design and delivery of Animation projects. In this unit, students will use critical thinking and problem-solving skills independently and in groups as to increase the quality of their presentations and projects. The culminating activity for this unit will span the entirety of the course as skills learned will be applied in the various projects required for course completion.</p> <p><b>Communications Strategies in Animation</b> In this unit, students will be expected to increase their understanding the strategies involved in communications—both written and oral. As the basis for formal and informal presentations, mastery of these constructs is essential. The culminating activity for this unit will span the entirety of the course as skills learned will be applied in the various projects required for course completion.</p>	<p>7A, 7B, 7C</p>	<p>lack of employability skills such as appropriate dress, demeanor and punctuality. Additionally, those same employers cite a need for students to know how to complete job applications, understand the work they are applying to perform, the credentials necessary to obtain the desired position. The culminating activity for this unit will be the creation of a career portfolio that includes, work experience, licenses held, certifications obtained, and sample of student work.</p> <p><b>Leadership</b> This 20-period unit enables the student to identify and develop characteristics of leadership. It will cause students to gain knowledge about the various student leadership activities and organizations that are available in the AAVTC cluster and the school. This learning experience will culminate with the students creating a profile of a leader they would most desire to become and a formal presentation of that profile to the other students in the class.</p>
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