

Course Overview

- This course includes scope & sequence, lesson plans and resources (including videos, project supports, teacher’s scripts, student reading materials, teacher presentations, and more) to implement one 18-week session.
- The Course Curriculum covers a full 18-week semester, but can be customized for a shorter delivery or to supplement gaming/coding courses.
- Suggested Duration: 2 to 3 hours per week of student facing time
- Certification results from passing the Animation-ish exam.
- While developed for Middle Schools as a pathway to High School and College courses, this course can be leveled as appropriate for 4th-10th grade students.

Certification in Animation-ish

This course is a foundation for a high school animation CTE program and provides preparatory background skills related to professional certification in the animation industry. Students will be introduced to the history of animation and will collaborate on animation productions simulating the roles of a professional animation studio.

Course experiences will include the mastery of professional level software features and functions using student-friendly software that naturally scaffolds to more complex tools used by professional animators.

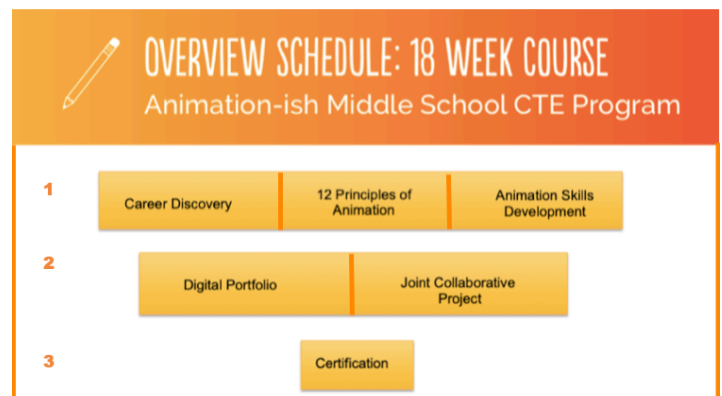
Learning Objectives

- Apply leadership and communication skills.
- Demonstrate an understanding of the career pathway for roles in a digital media studio.
- Understand and be able to show the 12 principles of animation in their work.
- Demonstrate knowledge needed to identify and set project requirements.
- Understand Animation-ish software features and functions.
- Create rich animated content using Animation-ish software.

CURRICULUM OVERVIEW:

The course includes the following 5 elements dispersed within the 18 weeks culminating in certification.

1. Career Discovery
2. The 12 Principles of Animation
3. Animation Skills Development
4. Digital Portfolio
5. Collaborative Project



Details of Students Discovery:

Students will:

- Be introduced to the history of animation
- Understand the 12 principles of animation, the gold standard set by Disney animators
- Learn the basics of 2D animation using Animation-ish online software
- Develop storytelling skills and understand audience
- Learn the roles in a animation/digital media studio
- Learn about the industry dynamics and the labor market
- Explore the types of animation that clients commission
- Develop communication skills for working within a studio team **and** with a client
- Collaborate on animation productions simulating an authentic animation studio
- Create a professional digital portfolio containing personal professional development plans and samples of their work related to their professional goals