

South Williamsport Area School District  
Course Plan Template

<b>Teacher:</b> Michael Steppe (Technology Education Certification K-12)		<b>School Year:</b> 2014-15
<b>Course:</b> 2D Animations		<b>Intended Grade Level:</b> 9th-12th grade
<p><b>Course Summary:</b> This 18-week course offers the student an exploratory experience in the study of 2D Animations and provides the learner with fundamentals through intermediate frame by frame and Actionsript programming. Students will gain an exceptional understanding of the Adobe Flash development software and learn to design and produce animations based on a problem solving approach. At completion of this course, students will have produced a digital animation portfolio that will be used to highlight their work throughout this 18 week course.</p>		
<p><b>Course Outcomes:</b> <i><b>By the end of the course, students will know:</b> how to use Adobe Flash to design, develop and program multi-functional, interactive animations and interfaces.</i></p> <p><i><b>By the end of the course, students will be able to:</b> design, develop and produce a variety of interactive animations and flash games.</i></p>		
<p><b>Standards Targeted</b>  No Common Core or Industry Standards</p>		
<b>Units of Study</b>		
<b>Units Topic</b>	<b>Primary Learning Outcome</b>	
<b>Frame by Frame Animations</b>	Utilize the concept of "Form Follows Function" to design and develop a simple frame by frame animation based upon specific design criteria.	
<b>Basic Actionsript</b>	Demonstrate the ability to write Actionsript code for a variety of functions and event listeners.	
<b>Pong Game</b>	Utilize basic graphic design concepts and Action Script 3 to recreate the classic Pong Game.	
<b>Interactive Game</b>	Design, develop and produce and interactive game with multiple levels, user interactions and hit zones.	
<b>Platformer Animation</b>	Utilize advanced Actionsript language to create a multi-level platformed game with a parallax background.	
<b>Vertical Shooter Game</b>	Design, develop and produce a vertical shooter game using Actionsript 3.	
<b>Advanced Learner Recommendations</b>		

South Williamsport Area School District  
Course Plan Template

- Project based assessments
- Allow for individual creativity to influence projects
- Minimal structural guidelines to optimize learner creativity and ownership of projects
- Students learn through trial and error and constructive criticism provided by instructor and peers.
  
- Advanced Learners with GIEPs: All Specially Design Instruction is followed as outlined by the student's Gifted Individualized Education Plan.

**Struggling Learner Recommendations**

- Allow students to resubmit projects based on instructor recommendations.
- More objective criteria for grading assignments
  
- Struggling Learners with IEPs: All accommodations/modifications are followed as outlined by the student's Individualized Education Plan.