



GRADE 11

Animation 11

SD43 Coquitlam

To develop students' creative, artistic, technical skills in areas of drawing, design, character animation & storytelling. Students will have a general knowledge of the field of animation, understand the differences between genres & how they are created. Create examples of the Principles of Animation through formats of choice - stop motion, 3D animation, drawn animation. Students will procure an overview of history and careers in animation.

Credits: 4

Approval Date: Apr 2019

Hours: 120

Trax Code: Y

GOALS AND RATIONALE

Acquire practical skills & knowledge to bring ideas from conception to fruition. Develop a sense of efficacy about their ability to participate as creative citizens. Explore how values & beliefs of cultures affect the development of our national & global culture. Investigate a variety of areas including Game/Graphic design, Film/Video. Develop interest in designing, creating, making & evaluating animated media & contributing through informed citizenship, volunteer work & career opportunities.

BIG IDEAS

The animation production cycle is a recursive and reflective process. Artistic choices affect change in artists, audiences, and environments. Animated images offer diverse perspectives of identity and culture. Production of animated images develops creativity, innovation, and collaboration.

ADDITIONAL INFORMATION

Aboriginal Worldviews and Perspectives: Learning is embedded in memory, history, and story. Learning involves recognizing that some knowledge is sacred and only shared with permission and/or in certain situations (cultural appropriation). Learning requires exploration of one's identity.