§130.83. Animation I (One Credit), Adopted 2015.

DOMAIN 1 – PROFESSIONAL PRACTICE

(1B) identify and demonstrate positive work behaviors and personal qualities needed to be Employable
(3D) deliver formal and informal presentations
(3E) apply active listening skills
(3F) listen to and speak with diverse individuals
(3G) exhibit public relations skills
(4A) employ critical-thinking skills independently and in groups
(4B) employ interpersonal skills in groups to solve problems
(7A) demonstrate leadership skills independently and in a group setting
(7B) conduct and participate in groups
(7C) model mentoring skills

DOMAIN 2 – OFFICE PRACTICE

(3B) organize oral and written information
(3C) interpret and communicate information
(5) The student applies technology applications. The student is expected to use personal information management, email, Internet, writing and publishing, and presentation applications for animation projects
(6) The student applies cyber safety procedures. The student is expected to implement personal and professional safety rules and regulations
(9) The student applies technical skills for efficiency. The student is expected to employ planning and time-management skills to complete work tasks
(10A) demonstrate appropriate use of hardware components, software programs, and storage devices
(10C) demonstrate knowledge of file formats and cross-platform compatibility
(10D) acquire and exchange information in a variety of electronic file sharing formats

DOMAIN 3 – CAREER RESEARCH

(1A) identify and participate in training, education, or certification for employment
(1C) demonstrate skills related to seeking and applying for employment
(1D) create a career portfolio to document information such as work experiences, licenses, certifications, and work samples
(1E) demonstrate skills in evaluating and comparing employment opportunities
(1F) examine employment opportunities in entrepreneurship

DOMAIN 4 – PROJECT ORGANIZATION

(10B) demonstrate knowledge of sound editing
(12A) combine graphics, images, and sound
(12B) apply principles of design
(12C) develop and reference technical documentation
(12D) edit products
(13A) use a variety of techniques and software programs
(13B) publish and deliver products using a variety of media
(15A) describe and use audience identification, script writing, character design, storyboarding, and audio, and delivery formats
(15B) describe and use cells, stop motion, tweening, motion paths, masking, looping, scripting/programming, and interactivity
(15C) describe lighting and camera shots
(15D) describe and use flip books, claymation, or cut-outs
(15E) render
(15F) describe and use postproduction processes such as editing and creating titles, credits, and special effects
(16A) identify the intended audience
(16B) describe aesthetics
(16C) explain the storyline
(16D) summarize subject matter
(16E) discuss the use of sound

DOMAIN 5 – INDUSTRY MATERIALS & METHODS

(2A) apply English language arts knowledge by demonstrating skills such as correct use of content, technical concepts, vocabulary, grammar, punctuation, and terminology to write and edit a variety of documents
(3A) adapt language for audience, purpose, situation, and intent
(8A) exhibit ethical conduct related to interacting with others such as maintaining client confidentiality and privacy of sensitive content and giving proper credit for ideas
(8B) discuss and apply copyright laws
(8C) model respect of intellectual property
(8D) demonstrate proper etiquette and knowledge of acceptable use policies
(8E) analyze the impact of the animation industry on society
(14A) explain the history of animation
(14B) describe how changing technology is affecting the industry
(14C) analyze the use of symbols in the animation of diverse cultures
(14D) compare current animation technologies with historical technologies
(14E) compare various styles of animation
(14F) explore emerging and innovative animation technologies and software
(11A) recognize the use of principles and elements of design
(11B) recognize the use of typography

DOMAIN 6 – MATHEMATICS & PHYSICS PRINCIPLES

(2B) apply mathematics knowledge and skills such as using whole numbers, decimals, fractions, and knowledge of arithmetic operations