Imperial Valley Regional Occupational Program
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Course Title: 2D Animation with Toon Boom Studio   Instructor: Linda Storts   Hours: 180

Major Units of Instruction Arts, Media and Entertainment Sector – Media and Design Arts Pathway (A)	Key Assignments/ Common Assessments	Standards (Anchor / Pathway)	Academic / Common Core Standards
1. Essential Employability / Career Preparation Skills	IVROP Common Assessments: Oral Presentation Assignment-"Who am I?" Application and Resume Assignment(s) Portfolio: Personal History, List of References, Resume, Job Application, 3 Letters of Recommendation, Certificates and Awards, Employability Skills, Work Samples	2.0 Comm. 2.0 Comm, 3.0 Career Plan A5.6 Prepare Portfolios of original art.A2.5-A2.9	LS 9-10, 11-12.6 SLS 11 – 12.2
2. HISTORY OF ANIMATION (4.7, AME A1.3) a. Research and Presentation Project	**This is the oral presentation at the beginning of 2nd Semester.**	2.0 Communication, 4.0 Technology, 7.4 Responsibility, 10.0 Technology & Skills A3.0,	LS 11-12.2,RSL 11-12.4,

3. DESIGN ELEMENTS (8.4, 10.7, AME A1.4)
   a. Principles and Elements of Art
   b. Principles of Animation
   c. Design and Animation critiques
   d. Design problem solving activities
   e. Rules of Copyright
	Introduction to The Principles of Design-Video and Activity
	Principles and Elements of Art Test
	Twelve Principles of Animation Test
	Rules of Copyright Test
	Measurements-Read a Ruler Test
		10.0 Technical Skills, A1.1, A2.3, A2.4, A3.2, A5.3, B1.1, B1.1, B2.1, B2.2, B3.1, B3.2	LS 11-12.2,RSL 11-12.4,

3. ANIMATION TECHNIQUES, WORKFLOW, AND BASICS	Toonboom UI and Tools Test Activity: Drawing and Manipulating Basic Shapes	*10.0 Technical Skills, A1.1, A2.3, A2.4, A3.2, A5.3, B1.1, B1.1, B2.1, B2.2, B3.1, B3.2*	LS 11-12.2,RSL 11-12.4,

4. USING THE PRINCIPLES OF ANIMATION
   a. Timing
   b. Squash and Stretch
   c. Anticipation
   d. Drag and Overlapping Action
   e. Solid Drawing
   f. Appeal
   g. Staging
   h. Straight Ahead /Pose to Pose
   i. Slow-in and Slow-out
   j. Exaggeration
   k. Arcs
   l. Secondary Action
	The Pendulum
	Animating the Playground
	The Bouncing Basketball Ball-ACME
	The Bouncing Bowling Ball
	The Bouncing Ball with a tail
	Project: Create a cute bouncing animal with a tail
	Halloween Project
	The Leaf Drop-ACME
		*2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills,11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3*	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4

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5. CHARACTER DESIGN	Character Design and Construction Sheet Animating a Jumping Character-ACME Animating a Walk Cycle Breaking Down a Character Animating a Cut out Puppet	*2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills,11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3*	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4
6. BONE ANIMATION	Rigging the Skeleton Animating a Skeleton Rig Project Mr Bean and the Gumball Machine	*2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills,11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3*	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4
7. MULTIPLANING AND SCENEPLANNING	Setting up the Multiplane Moving the Camera Moving the Character in 3d Space	*2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6*	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4

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		Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills,11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3	
8. THE "TAKE"	Performing Different Takes The Flour Bags Expressions Animating a "Take" Shot The Sack Drop-ACME	*2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills,11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3*	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4
9. VISUAL BREAKDOWN AND LIP SYNC	Project: Breakdown and Lip Sync	*2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills,11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3*	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4WS 11-12.6

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10. ADDING EFFECTS	Creating Drop Shadows Masking Elements Creating Blur Effects Creating Nature Effects	*2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills,11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3*	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4*WS 11-12.6*
11. STORYBOARDING AND STAGING	Project : Storyboard your "Dream Scene" Animate the "Dream Scene" Project : Storyboard your "Fractured Fairytale" Animate your "Fractured Fairytale"	*2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills,11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3*	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4*WS 11-12.6*
12. WEBFOLIO	**Webfolio Project** Introduction, List of References, Resume, , Certificates and Awards, Employability Skills, Gallery of Work Samples, Contact page	*2.3-2.6 Communication,3.0, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills,11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1,*	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4*WS 11-12.6* LS 9-10, 11-12.6 SLS 11 – 12.2

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		A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3	
Total **Change title to 2D Toonboom Studio**	**Change Hours to 180**		

Cross-Cutting Anchor Standards and Related Common Core Standards - *Detailed version for each Industry Sector available at link on IVROP web page.*

1. Academics (Analyze and apply appropriate academic standards for industry sector).   *See Matrix for Pathway*
2. Communications (Acquire and accurately use sector terminology and protocols at the career and college readiness level for communicating effectively…)   *LS 9-10, 11-12.6*
3. Career Planning and Management (Integrate multiple sources of career information from diverse formats to make informed career decisions…)   *SLS 11-12.2*
4. Technology (Use existing and emerging technology to investigate, research, and produce products and services…)   *WS 11-12.6*
5. Problem Solving and Critical Thinking (Conduct short and sustained research to create alternative solutions to solve a problem using critical & creative thinking…)   *WS 11-12.7*
6. Health and Safety (Demonstrate health and safety procedures, regulations, and personal health practices and determine the meaning of symbols, key terms…)   *RSTS 9-10, 11-12.4*
7. Responsibility and Flexibility (Initiate/participate in a range of collaborations demonstrating behaviors that reflect personal and professional responsibility & flexibility)   *SLS9-10, 11-12.1*
8. Ethics and Legal Responsibilities (Practice professional, ethical, and legal behavior, responding thoughtfully…)   *SLS 11-12.1d*
9. Leadership and Teamwork (Work with peers to promote divergent and creative perspectives, leadership, group dynamics…)   *SLS 11-12.b1*
10. Technical knowledge and Skills (Apply essential technical knowledge and skills…)   *WS 11-12.6*
11. Demonstration and Application (Demonstrate and apply the Knowledge and skills contained in the Industry anchor and pathway standards in classroom, laboratory, and workplace settings and through CTSO's career and technical student organizations).