Unit Plan

Unit Title: Careers in Technology | Graphic Design

Essential Questions:
1. Can you explain how ANIMATION creates the illusion of movement?
2. Can you explain the evolution of COMPUTER ANIMATION from earlier forms?
3. Can you recite the usual FRAME RATE (FPS) used for hand-drawn cartoons?
4. Can you recite the minimum FRAME RATE (FPS) needed to create realism?
5. Can you describe the notion of PERSISTENCE OF VISION?
6. Can you tell me 5 different careers in technology and income earned in each field?

Standards: PA Core Standards, PA Academic Standards/Anchors (based on subject)
15.4.8.M: Explore and describe how emerging technologies are used across different career paths.
W 6, SL 5 Use painting and drawing tools/ applications to create and edit work
SL 5 Make strategic use of digital media to enhance R understanding

Summative Unit Assessment: Animated GIF, Final Exam

Summative Assessment Objective	Assessment Method (check one)
Students will create a computer animation project as a part of their graphics art unit to understand the illusion of movement.	__x__ Rubric ____ Checklist ___X_ Unit Test ____ Group ____ Student Self-Assessment
Students will also participate in one final exam in computer class testing knowledge of everything they have learned in the past 45 days.	____ Other (explain)

DAILY PLAN

Day	Objective (s)	DOK LEVEL	Activities / Teaching Strategies	Grouping	Materials / Resources	Assessment of Objective (s)
41	Students will participate in one final computer exam to test their overall knowledge in this 45 day course.	3	**Final Exam in Computer Class** Students will take their final unit test, exploring concepts that were learned during the 45 days in class.	I	Online Exam Website URL	Summative- Students will participate in a final computer exam.
42	Students will see that drawings can create the illusion of movement and how computers have evolved to overtake the art of conventional animation	2	**Graphic Arts Project:** Students will use an online paint program to create an animated gif using step-by-step animation. Teacher will instruct students on how to manipulate frame rate to create their projects.	W	Graphics Art Program http://www.sumopaint.com or Gimp	Formative-Student feedback on following teacher's whole group directions.
43	Students will see that drawings can create the illusion of movement and how computers have evolved to overtake the art of conventional animation	4	**Graphic Arts Project Continued** Teacher will have students create their own animations using the skills they learned in the previous class on animation.	I	Graphics Art Program http://www.sumopaint.com or Gimp	Summative- Students will create their own animation.
44	Students will explore and describe how emerging technologies are used across different career paths.	3	**Careers in Technology**: Teacher will lead students in a class presentation on the different fields in technology and salaries based on successful job choices in this field. Students will then use class time to explore their own fields in technology and answer a question in their journal.	W	Careers in Technology PowerPoint	Student Self - Assessment-Self reflection on what technology careers interest them.
45	Students will properly demonstrate which fingers control each key on a keyboard by participating in a class game of musical computers.	4	**Computer Keyboarding Final Activity (Musical Computers)** Teacher will have each student open up a blank word document. Students will answer the following statement "In ten years from now, I will be using technology to…" Students will type their story as music plays. When the story stops they will switch seats and continue telling their neighbors story. At the end of class the students will edit and fix their creative pieces.	W	-Microsoft Word -Classical Music	Summative- Students will create unique stories by adding lines to one another's stories in Microsoft word.

Teacher Name : Victoria Kozlek   **Subject :** Computer Literacy   **Start Date(s):**   **Grade Level (s): 8th Grade   Building :**