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|  | COURSE: Pivot Animation |  |  |
| **ACTIVITY PLAN**   |  | | --- | | **course description** | | This course will help students become creative and help develop their problem-solving skills. Students will be exposed to the ideas in **creating animation**. They’ll learn to create some fun stuffs.  **What students will learn:**   * How to create 2D animation. * How to think creatively, analytically and abstractly about computational problems. * How to share their projects online and offline.   **Basic Requirements:**   * We are not expecting students to have any programming knowledge at all—we’ll start from the very beginning. * **Students should come with their laptop.** Windows 8 or above. |  |  | | --- | | **Basic Requirements:**   * We are not expecting students to have any programming knowledge at all—we’ll start from the very beginning. * Students should come with their laptop. Windows 8 or above. * Software will be installed on the laptop of the pupils. * Internet would be required for deployment   **What they will learn:**  How to think creatively, analytically and abstractly about computational problems.   * How to deploy your projects online. * How to design your own characters for gaming.   **Basic Requirements:**   * We are not expecting students to have any programming knowledge at all—we’ll start from the very beginning. * Students should come with their laptop. Windows 8 or above. * Software will be installed on the laptop of the pupils. * Internet would be required for deployment   **What they will learn:**   * How to design and create 2D games. * How computer science principles apply to algorithms, programming and society. * How to think creatively, analytically and abstractly about computational problems. * How to deploy your projects online. * How to design your own characters for gaming. | | | | | |
| |  | | --- | | **scheme of work / work plan** |  |  |  |  |  | | --- | --- | --- | --- | | **WEEKS** | **TOPIC** | **PROJECT** | **SOFT SKILL** | | **1** | Algorithm / Coding / Software | **Any choice project** | Presentation (all kids) | | **2** | Introduction /Download / Installation | Presentation (all kids) | | **3** | Background / Storyboard | Presentation (all kids) | | **4** | Pivot Animator GUI / Frames I | Problem Solving | | **5** | Frames II | Problem Solving | | **6** | **1st Assessment / Mid Term Break** | | | | **7** | Text in Pivot Animator | **Any choice project** | Creativity | | **8** | Video Editing I | Presentation/ Creativity | | **9** | Video Editing II (Sound/Effect) | Team work | | **10** | **Final Exam** | | | | **11** | **Code Day / Results / Certificate** | | | | **12** | **Closing** | | | | | | | |
| **Deliverables**   1. Code Day Event 2. Materials for the students 3. Assessment Report (Final Exam), and Certificates. | | | | |

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