Lesson Plan

Lesson Plan			
Group or course	IN614 Multimedia Development	Date	Thursday 18 October 2018
Lesson topic	Animation	Lesson length	1 hour 45 min

Learning Objectives – during this session the learners will:
- Work with drawings and symbols
- Produce a layered simple animation

Time	Content - Topics	Teaching & Learning Methods	Resources
10-15	Animation project assessment review - Research and planning - Design decisions - Technology requirements	Put the assessment document on the screen and go through the requirements of the animation project. Answer any questions that arise.	Assessment doc on Moodle
20-30	Drawings - Revise symbols - Drawing techniques	Revision questions to class (what is the diff b/t drawing and symbol etc). Short presentation showing variety of drawing tools.	Presentation slides
20	Activity: use drawing tools to produce a background with two or more layers.	Follow the activity instructions on Moodle. Lecturer to provide one-on-one support and check progress.	Moodle, Adobe Animate CC
20	Nested animation - Symbols within symbols - Careful naming - Variety of movements	Discuss what kinds of symbol layering we might need for a basic character. Show part of video demonstrating animation of a character with several parts.	https://helpx.adobe.com/animate/how-to/create-2d-animation.html#4__animate_the_character
Remaining	Activity: add a character with at least three internal animated layers and use the stage timeline to make it interact with the background.	Follow the activity instructions on Moodle. Lecturer to provide one-on-one support and check progress.	

Formative Assessment methods: Draw and animate a character on a background.	Evaluation process to obtain feedback on teaching:

Notes: