

# Lesson Plan

Lesson Plan			
Group or course	IN614 Multimedia Development	Date	Tuesday 16 October 2018
Lesson topic	Animation basics	Lesson length	1 hour 45 min
Learning Objectives – during this session the learners will: <ul style="list-style-type: none"> <li>• Research basic animation concepts</li> <li>• Produce a basic animation</li> </ul>			
Time	Content - Topics	Teaching & Learning Methods	Resources
10-15	Animation assessment Course review	Link animation to previous skills learnt. Talk a bit about how it will feed into the assessments. Introduce Adobe Animate CC	Moodle
20-30	Introduction <ul style="list-style-type: none"> <li>• Symbols</li> <li>• Drawing techniques</li> </ul>	Short presentation showing basics of animation, e.g. timeline, tweens, symbols	Presentation slides
15	Activity: use a forum to research and share information about core concepts of animation.	Follow the activity instructions on Moodle. Lecturer to provide one-on-one support and check progress.  Go through the answers with the class afterwards.	Moodle forum, Adobe Animate CC online resources
10	Animation <ul style="list-style-type: none"> <li>• Demonstrate in AA CC</li> <li>• Setting up a project</li> <li>• Selecting and making tweens</li> </ul>	Show how to set up a project and begin a really simple animation. Point out that most of the controls are the same as other Adobe products that they already know. Point out the main differences. Introduce activity.	Adobe Animate on the screen
Remaining	Activity: make a basic animation using shapes and tweens.	Follow the activity instructions on Moodle. Lecturer to provide one-on-one support and check progress.	Lab instructions on Moodle

<p>Formative Assessment methods:</p> <p>By the end of the lesson, learners should be able to make a basic animation using one kind of tween.</p>	<p>Evaluation process to obtain feedback on teaching:</p>
<p>Notes:</p>	