# Lesson Plan

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| **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:   * Research basic animation concepts * Produce a basic animation | | | | | | | |
| 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   * Symbols * Drawing techniques | | 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   * Demonstrate in AA CC * Setting up a project * Selecting and making tweens | | 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 |
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| Formative Assessment methods:  By the end of the lesson, learners should be able to make a basic animation using one kind of tween. | | | | Evaluation process to obtain feedback on teaching: | | | |
| Notes: | | | | | | | |