

ESSENTIAL QUESTIONS

- What is my message?
- How can I make my audience understand?
- How can animation be used for creativity and innovation?
- How can I use feedback to cause improvement?
- How does my audience affect the way I communicate?
- What concepts and ideas fit well with the stop motion art form?
- How can I grow?
- What can I do to help our learning community?
- How does the work I do relate to the KU Competency Wheel?

IMPORTANT DATES AT WINGS

- January 13-16 Chess Club
- January 20 No School
- February 3-6 Gifted Education Week
- February 10-13 Chess Club and Tournament
- February 17 No School
- March 16-19 Spring Break
- March 30-April 2 Green Team
- April 6-9 All Day Major Unit
- April 13- April 30 MAP Window
- May 11-14 Last Day of WINGS

GET IN TOUCH AND FOLLOW

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Adventures

STOP MOTION ANIMATION

Spring, 2020.

IN THIS UNIT WE WILL LEARN THE ART OF STOP MOTION ANIMATION WITH A FOCUS ON CREATING A MESSAGE TO BE INTERPRETED BY AN AUDIENCE. WE WILL PLAN, DRAFT, REVISE, EDIT, AND PUBLISH ANIMATIONS. WE WILL COLLABORATE TO IDENTIFY TECHNIQUES USED IN STOP MOTION, AND BRAINSTORM SOLUTIONS TO ANIMATION CHALLENGES. THIS WILL BE A RIGOROUS UNIT FOR CREATIVE INDIVIDUALS CRAVING SELF-EXPRESSION AND LONG TERM PROJECTS..

OUR GOALS

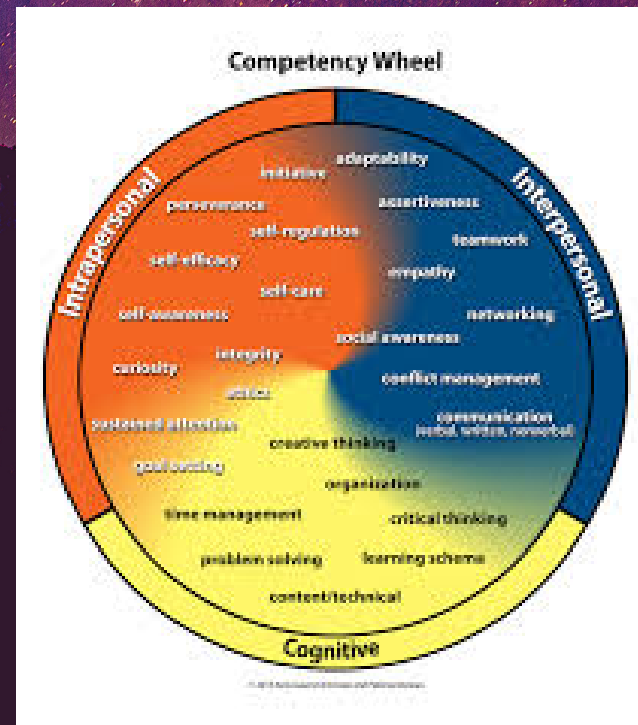
Understand that:

- Motion can be portrayed using a series of still images
- There are principles which support stop motion animation
- Artistic process is unique to each artist, but requires skill and technique, which are developed through practice
- Planning is a valuable process
- An artist creates meaning that an audience interprets
- Our own competencies affect our work and collaboration.

OUR GOALS

Know how:

- To identify the use of and explain the 12 principles of animation
- To identify stop motion animations and the basic methods for creating them
- Frames per second affects an animation
- Identify examples and non-examples of the KU Competencies



OUR GOALS

Be able to:

- Plan and draft stop motion animations
- Set up and carry out stop motion animations using Dragonframe
- Revise and edit animations to enhance meaning
- Use post production strategies to increase engagement, understanding, and meaning,
- Collaborate in person and online to identify techniques and brainstorm solutions to animation challenges
- Present our animations to an audience
- Self-assess using the KU Competency Wheel