

Animation I Curriculum

Brenda Olden

Byron Martin Advanced Technology Center

ARTV 1303.296 Basic Animation

Spring 2026 (January 12 - May 7)

What is Animation?

This course is an innovative course that emphasizes creative and technical aspects of producing and editing various types of media, such as text, graphics, sound and video in developing a professional multimedia presentation. Multimedia-generated software and equipment such as video and digital cameras will be used in this course. In addition, students will have the opportunity to use a variety of animation techniques to better enhance their multimedia presentation.

A Note from the Teacher

Welcome! I am so excited to have you in class this new year. I expect your very best from you and you will receive my best. Together we can learn more about computers and to use them. In order for us to have a productive year, these policies and procedures help make our class run more smoothly.

Parents, I invite you to our class at any time and encourage calls and emails if you have any questions. It will take the nurturing of both parent and teacher to educate a child. Please talk to your child about how important it is to act appropriately in this technical environment to keep everyone safe. By working together, I know we can have a fun and successful year!

If this is brought in by **Friday**, you will earn a 100% for your first daily work grade.



Computer Equipment

- iMac Computers
- HP Laserjet printer and scanner
- iOS Sierra
- Adobe CC Flash
- Adobe CC Photoshop
- GarageBand

Supplies Needed

- Pens or pencils, earbuds or headphones
- Opt. Flash drive > 1 GB (for transferring work) LATER, LATER

Grading Policy

- Daily grades – one grade each assignment

- Quiz grades – two grades each quiz
- Project grades – number of grades will be announced (usually between 2-3)

Tardy Policy

- 1st Tardy – Student warning, Review360
- 2nd Tardy – Parent Contact, Review360
- 3rd-6th Tardy – ISS, Review360
- 7-10th Tardy – Review360

Make-up Work Policy

- Students are responsible for obtaining assignments that took place when absent. The class webpage spells out missing work and Ms. Olden's YouTube has demos taught.
<https://sites.google.com/site/heymolden/>

- If a student needs extra lab time before or after school, **the student needs to inform the teacher at least a day in advance for tutorials. No tutorials on Fridays.**

- Assignments for each day, quiz dates, and projects will be posted on a webpage. This is a great way to get make-up work assignments!

IMPORTANT:

Unauthorized use of the Internet is considered off task behavior and will result in disciplinary action. If a student abuses a computer or uses it inappropriately as defined in the Acceptable Use Policy, access will be restricted.

Unauthorized cell phone use will result in confiscation and a parent will have to come to the school to retrieve the phone.

1st Six Weeks

Intro to MacOS (1 Week)

Copyright Issues (1 Week)

Introduction to Elements of Design (1 Week)

2nd Six Weeks

Intro to Photoshop Basics (6 Weeks)

3rd Six Weeks

Intro to Garageband & Audacity (3 Weeks)

Intro to Animate (3 Weeks)

4th Six Weeks

Adobe Animate (6 Weeks)

Caricature Project, Quote Project

5th Six Weeks

Adobe Animate (6 Weeks)

Online Splash Ad, Advice Project

6th Six Weeks

Animation Cumulative Project (6 Weeks)

South Plains College Dual Credit Syllabus Statements

Students who successfully complete this course can receive dual credit through South Plains College. Use the link below to view the South Plains College syllabus statements:

<https://www.southplainscollege.edu/syllabusstatements/>

This syllabus provides a clear outline of expectations and requirements for Animation course. Please review it carefully and feel free to reach out with any questions.