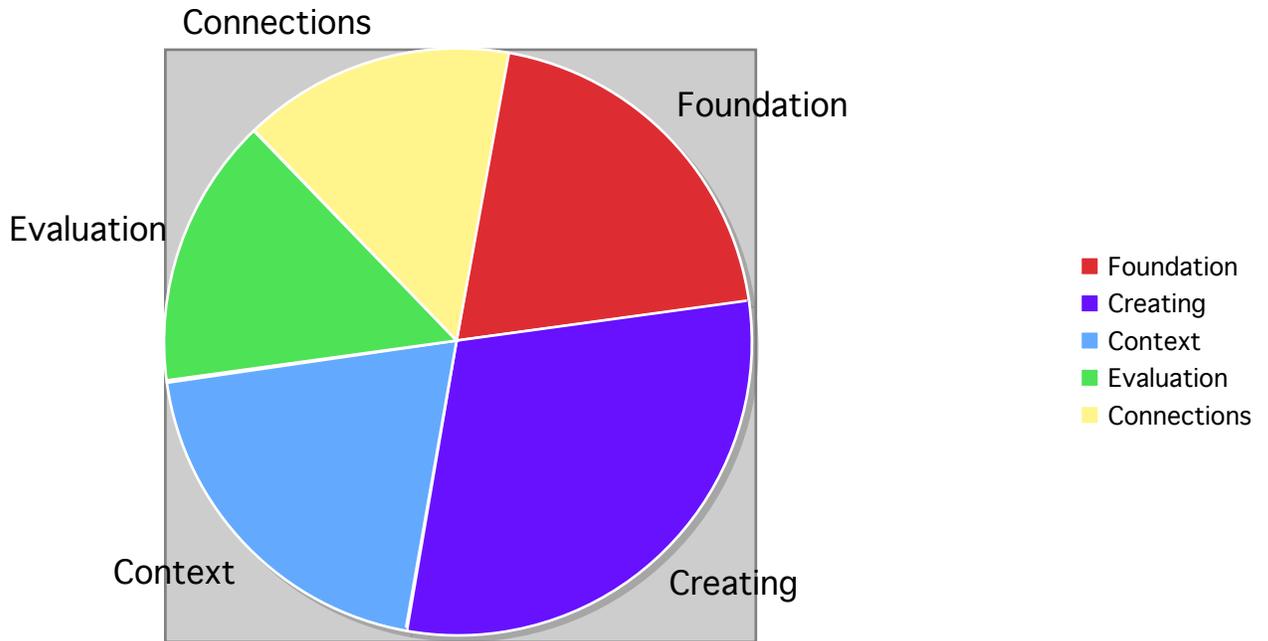


Cartooning and Animation Middle School



Course Title	Cartooning and Animation MS
Course Abbreviation	CART/ANIM MS
Course Code Number	200603
Special Notes	General Art is a prerequisite, or department permission
Course Description	The purpose of this course is to provide a balanced visual arts program, which guides students to achieve the standards in the visual arts. In Cartooning and Animation, students learn about the history and techniques of illustration, cartooning and animation in conjunction with learning about their aesthetic properties. The course includes freehand drawing and rendering, layout, and the use of basic drawing tools and multimedia for the reproduction of images. Students will study uses for thematic elements, character development, and visual effects incorporated into political and social cartoon in historical and contemporary times. Careers in cartooning and animation will be discussed.
Instructional Topics	The Human Image in Cartoons: A Historical Perspective Development of Aesthetic Criteria

	<p>Media and Materials Layout and Graphic Reproduction Figure Drawing Facial Expression and Caricatures Story telling and Storyboards Political Cartoons Multiple Images and Illustrations Animation Captions and Lettering Careers in Cartooning and Animation</p> <p>*Topics should be presented in an integrated manner where possible; time spent on each topic is to be based upon the needs of the student, the instructional program, and the scheduling needs of the school.</p>
<p>California Visual Arts Content Standards</p>	<p>Content knowledge and skills gained during this course will support student achievement of grade level Student Learning Standards in the Visual Arts.</p> <p><i>Upon graduation from the LAUSD, students will be able to:</i></p> <ol style="list-style-type: none"> 1. Process, analyze, and respond to sensory information through the language and skills unique to the visual arts. Students perceive and respond to works of art, objects in nature, events, and the environment. They also use the vocabulary of the visual arts to express their observations. Artistic Perception 2. Create, perform, and participate in the visual arts. Students apply artistic processes and skills, using a variety of media to communicate meaning and intent in original works of art. Creative Expression 3. Understand the historical contributions and cultural dimensions of the visual arts. Students analyze the role and development of the visual arts in past and present cultures throughout the world, noting human diversity as it relates to the visual arts and artists. Historical and Cultural Context 4. Respond to, analyze, and make judgments about works in the visual arts. Students analyze, assess, and derive meaning from works of art, including their own, according to the elements of art, the principles of design, and aesthetic qualities. Aesthetic Valuing 5. Connect and apply what is learned in the visual arts to other art forms and subject areas and to careers. Students apply what they learned in the visual arts across subject areas. They develop competencies and creative skills in problem solving, communication, and management of time and resources that contribute to lifelong learning and career skills. They also learn about careers in and related to the visual arts. Connections, Relationships, Applications
<p>Representative Objectives</p>	<p><i>Student will be able to:</i></p> <ul style="list-style-type: none"> • Create original works of art of increasing complexity and with increased skill. • Explore a variety of visual arts media, techniques, and processes for drawing (traditional and contemporary), and choose what to apply in his or her work. • Engage in expressive art experiences, gaining personal insight and appreciation of his or her accomplishments and the accomplishments of others in the fields of cartooning and animation. • Apply what he or she learns about cartooning and

	<p>animation to learning in other subject areas.</p> <ul style="list-style-type: none"> • Learn about careers in cartooning and animation and their role in other careers. • Recognize, describe, analyze, discuss, and write about the visual characteristics of cartoons and animated images, and their relationship to objects in nature, events and the environment. • Identify and discuss various art media and processes used by cartoonist and animators. • Compare, contrast, and analyze styles of cartoon images from a variety of times, places and cultures. • Explore the development and use of cartoon images, past and present. • Develop specific criteria to assess the qualities and merits of images in cartoons and animations. • Apply appropriate criteria when analyzing content and technique in cartoons and animations. • Discuss and describe various purposes for creating cartoons and animations.
<p>Representative Performance Skills</p>	<p><i>In accordance with their individual capacity, students will grow in the ability to:</i></p> <ul style="list-style-type: none"> • Create original artworks to meet the visual communication needs of the school. • Create a work of art that reflects an idea, emotion, or point of view to address the visual communication needs of the school. • Examine the works of other graphic artist for inspiration and technique. • Reflect on how knowledge and skills learned in art production apply to their future. • Review and expand his or her understanding of the elements of art and principle of design, focusing on a specific element or principle as a component of a cartoon or animated image. • Identify and discuss various art media and processes used by cartoonists and animators. • Examine pictorial arts from various cultures, past and present, to understand how the art functioned to inform or entertain in communities in those places and times. • Identify and discuss seminal works by cartoonists and or animators living in the United States. • Examine and discuss cartoon created as a social comment or to protest social conditions. • Identify skills used in making judgments about cartoons and or animations and identify between a preference and a judgment. • Develop criteria for interpreting meaning and apply criteria to their own cartoon or animation to determine its success.
<p>Samples of Classroom Activities for Creative Expression Strand</p>	<p>Create, perform, and participate in the visual arts. Students apply artistic processes and skills, using a variety of media to communicate meaning and intent in original works of art.</p> <p>Students will be able to:</p> <ul style="list-style-type: none"> • Draw or paint images for a futuristic world, including buildings, people, vehicles, and the natural environment.

	<ul style="list-style-type: none"> • Write a science fiction story centered upon the images. • Develop a storyboard for an animated cartoon of the events in the science fiction story.
Resources	<p><i>Visual Arts 6-8: Glencoe/McGraw-Hill</i></p> <p><i>All About Techniques in Drawing for Animation Production: Camara, McGraw-Hill</i></p>

<p>Credentials required to teach this course</p> <p>One of the following:</p> <p>General Secondary</p> <p>Special Secondary Art</p> <p>Standard Secondary with major/minor Art</p> <p>Single Subject Art</p> <p>Subject Matter Authorization Art</p> <p>Supplementary Authorization Art</p> <p>Supplementary Authorization Introductory Art</p>
