### Subject: Art 2
### NCSCOS Obj.#:
Visual Art:

**COMPETENCY GOAL 1:** The learner will develop critical and creative thinking skills and perceptual awareness necessary for understanding and producing art.

**Objectives**
- 1.01 Plan and organize for unique and original solutions.
- 1.02 Refine strategies for imagining and implementing images.
- 1.03 Analyze various solutions to solving creative problems to determine which are better.

**Computers/Technology**
- 3.01 Select and use a variety of technology tools to collect, analyze, and present information.
- 3.07 Plan, design, and develop a multimedia product using data (e.g., graphs, charts, database reports) to present content information.

### Material/Technology Needed
- http://www.cs.duke.edu/csed/alice/aliceInSchools/workshop08/realschedule.php,
- Vocabulary Review Sheet (Storyboard and Plot)
- Computers for each child, projector, handouts
- Storyboard Template, Alice Start #3 Tutorial, ALICE Programming Software for Mac or PC

### Purpose/Objective of the Lesson
- Students will become proficient in using Alice Programming Software
- Students will design a unique storyboard which will guide the creation of their Alice world.
- Students will understand that the basic components of writing and film making apply to Computer Animation, notably

### Lesson Input/Modeling
- Students will review the key aspects of a story and a storyboard. (This will incorporate a review of literature & film terminology, such as plot, camera angle, flow, etc)
- Students will review how to make a storyboard

**VOCABULARY:**
- Storyboard
- Plot
- climax
- antagonist
- protagonist
- setting
- props
- Camera Angle
- Camera Control
- Opacity
- Properties
- Lighting

### Key Questions:
1. How does the camera angle affect the animation?
2. How can a camera improve your animation or take away from your animation?
3. How important is a good storyboard?
4. What is flow?

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<thead>
<tr>
<th>End Time</th>
<th>Class Activity</th>
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<tbody>
<tr>
<td>Guided Practice:</td>
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<td>Students will view the elements of a storyboard and a good story with the teacher</td>
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<td>Students will brainstorm ideas for stories/themes</td>
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Independent Practice

Students will draw up a storyboard, writing pertinent details about the plot, characters, tone, setting, etc…

When storyboard has been approved, students will build an Alice world which is guided by the storyboard

Students will use Alice concepts learned previously and will add to those concepts, as needed, to create their worlds, using Alice tutorials and Alice textbook.

Student worlds will be created at an individual pace and will reflect the full range of ability levels of the students themselves.

Summary/Closure

Students will conduct ongoing self assessments, making sure that their animation is staying true to the storyboard or the storyboard is adjusted accordingly. Students will receive ongoing one on one attention and guidance from the teacher, as needed, which will address the individual needs of the students.

Halfway through this lesson, the students will review each others' work and make suggestions as to how to improve or add to their world.

At the end of this lesson, there will be an animation festival during which all students' work will be showcased. Emphasis will be on positive feedback and recognition of individual achievements.

**Reflection:**

<table>
<thead>
<tr>
<th>Differentiation</th>
<th>Student Engagement</th>
<th>Teacher Input</th>
<th>Critical Thinking</th>
<th>Lesson Effectiveness</th>
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<tbody>
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<td>Low 1 2 3 4 5</td>
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