Zama High – Computer Animation
2012-2013

Course Name	**Computer Animation** *Course Number*: PTI 409
Course Description	**About the Program:** Computer Animation prepares students for careers in the IT industry. The course sequence focuses on duties and tasks performed by professionals in Image Editing as well as pre-employment and employment skills. **Major Concepts/Content:** The Computer Animation course is designed to provide students with the instruction and skills to create digital illustrations, modeling and animation, character animation, digital motion imagery, and game design. The content includes, but is not limited to, 3D modeling, materials and textures, rendering, and computer animation. Students will also create, record, and edit digital audio, video, and photographic imagery. This course will utilize software programs to develop animation, morphing, 3-D graphics, and virtual reality projects.
Teacher Name Email Contact Info: Location	
Text	None Tutorials www.atomiclearning.com .
Philosophy	Students' education will be enhanced through the exploration of computer animation. A hands on approach of collaboration among peers will not only facilitate learning but challenge students as they continually develop their critical thinking skills as they problem solve each activity in this project based course.
Materials	Every student needs to bring to every class: • A notebook • A pencil
Grading	As a project based course students success will be based on but not limited to the following areas: Work ethic Presentations Group work Online tasks Written assignments/tests Use of class Time
Grading Policy	DoDEA Grading Scale: 90-100 = A 80-89 = B 70-79 = C 60-69 = D 59 or below = F
Assessment	Students will be evaluated through laboratory practice and performance tests. Projects will be analyzed and evaluated for craftsmanship, originality, creativity, accuracy, and application of computer animation concepts. Presentations will be graded for content delivery and audience using established criteria. Students will be evaluated regarding how successfully they work together while designing and completing projects.
Homework	Numerous activities and projects will take place beyond the school day and projects may be lengthy. Students will be given notification and are expected to budget their time and communicate with the teacher any conflicts.

Zama High – Computer Animation
2012-2013

Late Work Policy	It is the expectation that animation projects will be completed according to an agreed upon production schedule that is written up in the project proposal. Student's who fall behind on their project schedules will lose points because the quality of their project is compromised.
Tutoring/Extra Help	Students may sign up for assistance during seminar period, before and after school.
Class Expectations	1. Students will be ready to participate when the bell rings. 2. Students will respect the creative input of the teacher and classmates. 3. Students will show support and be an encouragement to other class members. 4. Students will participate in all class activities/projects and make good use of class time. 5. Students will take pride in completing projects. 6. Students maintain and use equipment in a responsible and safe manner. 7. Student will demonstrate safe practices while using the equipment never placing others in harm. 8. The teacher will accommodate various learning styles of students.
Classroom Management Procedures	1. All rules and policies as stated in the school handbook will be carried adhered to in the classroom. 2. All computer and internet use policies will be followed. 3. *Be Seated* or be ready when the tardy bell rings. 4. *Get Organized* – for the needs of the class period (notebook, pencil and or video materials) 5. *Participate* – Everyone is expected to participate at all times. Students will teach and coach one another during the class. 6. Unacceptable behavior will result in student-teacher conferences, parent notification, and /or parent conferences. 7. Extreme cases of unacceptable behavior will be referred to the office.
Consequences	1st Offense - verbal warning 2nd Offense - Student-Teacher Conference 3rd Offense - Parental Notification 4th Offense - Detention 5th Offense - Office Referral
Content Outline	Instructional activities are provided in the laboratory setting, using hands-on experiences with tools, equipment, and materials related to course content. Students will be required to plan, design, and produce projects; develop solutions to problem solving activities, present ideas and information orally and in writing; investigate content-related occupations; assume leadership roles and work cooperatively.
Computer Policy	The computers will be available before and after school (see teacher for days and times). If a student needs access to a computer during off hours, the student may make arrangements with faculty members who may be willing to supervise him/her. The computer workstations should be kept orderly and neat. There will be no food or drinks allowed around the computers. All videos and photos taken on school grounds or at school activities with school equipment is the property of ZAHS. Students are not allowed to use school video or photos for their personal use. **NO EXCEPTIONS!**

Zama High – Computer Animation
2012-2013

Please sign and return this page to the teacher.

I have read this syllabus and I will participate to my fullest to ensure that Idevelop quality projects during the course of the class.

_____ _____
Name   *Date*

_____ _____
Parent Signature   *Date*

Standards for Video Communications I: http://dodea.edu/Curriculum/visualArt/upload/stn_visArt_Pk_1