



# ANIMATION 6-WEEK LESSON PLANS

TEACHING GUIDE FOR ANIMATION INSTRUCTORS

# WRITING FOR ANIMATION

Week One | Day One

## GOAL

Students will select a Global Goal and begin their persuasive writing pieces.

## USE YOUR H.E.A.D.

Open with a enticing hook to capture your students' attention, relevant to today's activity

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. About Us: Instructor Introductions
2. Outline: Program objectives, set expectations, final red carpet event
3. Demo: Share examples of student films from last year
4. Demo: How to provide constructive feedback
5. Explain: What are U.N. Global Goals (Play video / share image)
6. Demo: How to use Graphic Organizers for Animation
7. CTA: Choose Global Goal, research, and create rough draft of script

## RESOURCE

Students can research facts here: <https://sdgs.un.org/goals>

## CLOSING STATEMENTS

1. Encourage students to read their rough drafts (*it's about progress not perfection*)
2. Choose 3 students to provide positive feedback to 3 other students
3. Teacher to collect scripts and introduce the next day's lesson

# WRITING FOR ANIMATION

## GOAL

Students continue writing their persuasive writing pieces.

## USE YOUR H.E.A.D.

Open with a enticing hook to capture your students' attention, relevant to today's activity

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. Refresh: Share another Global Goal explainer video
2. Demo: Share a written story and compare to graphic organizer
3. CTA: Choose Global Goal, research, and create rough draft of script
4. Presentations: Ask for volunteers to read scripts (*it's about progress not perfection*)

## RESOURCE

Students can research facts here: <https://sdgs.un.org/goals>

## REMINDER

**Please make sure iPads and Pens are charged for Audio Recording tomorrow**

## CLOSING STATEMENTS

1. Choose 3 students to provide feedback to 3 other students
2. Teacher to collect scripts and introduce the next day's lesson
3. **Take pictures of students scripts on company iPads as a backup**

# SCRIPTS / AUDIO RECORDING

## GOAL

*Students begin audio recording while others will finalize their animation scripts.*

## USE YOUR H.E.A.D.

*Open with a enticing hook to capture your students' attention, relevant to today's activity*

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. Video: Speaker Series (Play clip from animation professional)
2. Demo: How to time your script
3. Explain: Recording Voice Over (Narration vs. Dialogue, Audio levels)
4. Explain: Saving audio files, naming convention  
**("Teacher-room#-FirstnameLastinitial")**
5. Demo: Narrating script / Turning script into dialogue / Picking multiple V.O. actors
6. CTA: Time your script and record your audio

## REMINDER

- *Practice reading scripts and ensuring that it is between 60-90 seconds*
- *Demonstrate how to save **(close project)** before exiting the app.*
- *Demonstrate how to save to google drive*

## CLOSING STATEMENTS

1. Choose 3 students to provide feedback to 3 other students
2. Double check audio and make sure it's clear, levels are fine
3. Make sure students save their work, introduce the next day's lesson
4. ***Take pictures of students scripts on company iPads as a backup***

# AUDIO RECORDING

*Week Two | Day Two*

## GOAL

*Students should all be in the process of recording their voice overs for their animation.*

## USE YOUR H.E.A.D.

*Open with a enticing hook to capture your students' attention, relevant to today's activity*

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. CTA: Continue timing, editing, recording voice overs
2. Demo: Narrating script / Turning script into dialogue
3. Review: Check audio levels for clarity, volume, background noise

## REMINDER

- *Practice reading scripts and ensuring that it is between 60-90 seconds*
- *Demonstrate how to save (**close project**) before exiting the app.*
- *Demonstrate how to save to google drive*

## CLOSING STATEMENTS

1. Choose 3 students to provide feedback to 3 other students
2. Double check audio and make sure audio is clear, levels are fine
3. Introduce the next day's lesson / Storyboarding

# STORYBOARDING

*Week Three | Day One*

## GOAL

*Students will create storyboards based on their scripts and audio recordings*

## USE YOUR H.E.A.D.

*Open with a enticing hook to capture your students' attention, relevant to today's activity*

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. Video: Speaker Series (Play clip from animation professional)
2. Explainer: Creating your storyboards
3. Demo: Turning your script into storyboard
4. Explainer: Show video on camera shots / importance of storyboards
5. Demo: 4 basic camera shots (Establishing Shot, Close Up, Wide Shot, Medium shot)
6. CTA: Convert scripts to storyboards (on paper)

## RESOURCE

*Provide a storyboard template to use. <https://www.heroesofcolor.com/nsd-docs.html>*

## CLOSING STATEMENTS

*Celebrate their efforts by providing positive feedback*

1. Choose 3 students to provide compliments to 3 other students

# STORYBOARDING

*Week Three | Day Two*

## GOAL

*Students will create storyboards based on their scripts and audio recordings*

## USE YOUR H.E.A.D.

*Open with a enticing hook to capture your students' attention, relevant to today's activity*

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. CTA: Students working on their storyboards (on paper)

## RESOURCE

*Provide a storyboard template to use. <https://www.heroesofcolor.com/nsd-docs.html>*

## REMINDER

***For students who are ahead of the class, please make sure iPads and Pens are charged for tomorrow.***

## CLOSING STATEMENTS

*Celebrate their efforts by providing positive feedback*

1. Choose 3 students to provide compliments to 3 other students
2. Introduce the next day's lesson / Creating Backgrounds & Animation

# LAYOUT AND CHARACTER DESIGN

*Week Four | Day One*

## GOAL

*Students will create Layouts and character designs based on their storyboards. Those who are ahead, can start rough animation.*

## USE YOUR H.E.A.D.

*Open with a enticing hook to capture your students' attention, relevant to today's activity*

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. Video: Speaker Series (Play clip from animation professional)
2. Demo: Creating basic character model sheets
3. Demo: Creating Layouts from your storyboards
4. CTA: Layouts, Character Design

## RESOURCE

*Provide references of layout & model sheets. <https://www.heroesofcolor.com/nsd-docs.html>*

## REMINDER

***Please make sure iPads and Pens are charged for tomorrow's refresher course***

## CLOSING STATEMENTS

*Celebrate their efforts by providing positive feedback*

1. Choose 3 students to provide compliments to 3 other students
2. Introduce the next day's lesson / Rough Animator refresher course

# ROUGH ANIMATOR REFRESHER

*Week Four | Day Two*

## GOAL

*Students can finish up their layouts and character designs. We will have a refresher course of navigating the rough animator app.*



## USE YOUR H.E.A.D.

*Open with a enticing hook to capture your students' attention, relevant to today's activity*

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. Demo: Navigating rough animator
2. CTA: Creating and setting up scenes in rough animator based on storyboards

## REMINDERS

- *Less instruction, more hands on Rough animator time for students*
- *Demonstrate how to save (**close project**) before exiting the app.*
- *Demonstrate how to save to google drive*

## CLOSING STATEMENTS

*Celebrate their efforts by providing positive feedback*

1. Choose 3 students to provide compliments to 3 other students
2. Introduce the next day's lesson / Animation

# ANIMATION

*Week Five | Day One*

## GOAL

*All students should animating their short films*

## USE YOUR H.E.A.D.

*Open with a enticing hook to capture your students' attention, relevant to today's activity*

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. CTA: Animating short films

## REMINDERS

- *Let students know you are there for help*
- *More hands on Rough animator time for students*
- *Demonstrate how to save (**close project**) before exiting the app.*
- *Demonstrate how to save to google drive*

## CLOSING STATEMENTS

*Celebrate their efforts by providing positive feedback*

1. Introduce the next day's lesson / Animation

# ANIMATION

*Week Five | Day Two*

## GOAL

*All students should animating their short films*

## USE YOUR H.E.A.D.

*Open with a enticing hook to capture your students' attention, relevant to today's activity*

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. CTA: Animating short films

## REMINDERS

- *Begin downloading final animated films to personal ipads*
- *Upload final student films to dropbox*
- *More hands on Rough animator time for students*
- *Demonstrate how to save **(close project)** before exiting the app.*
- *Demonstrate how to save to google drive*

## CLOSING STATEMENTS

*Celebrate their efforts by providing positive feedback*

1. Introduce the next day's lesson / Animation

# ANIMATION / SOUND DESIGN

*Week Six | Day One*

## GOAL

*All students should animating their short films*

## USE YOUR H.E.A.D.

*Open with a enticing hook to capture your students' attention, relevant to today's activity*

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. Demo: Exporting to iMovie / Adding Sound effects / Audio
2. CTA: Animating short films

## REMINDERS

- *Begin downloading final animated films to personal ipads*
- *Upload final student films to dropbox*
- *More hands on Rough animator time for students*
- *Demonstrate how to save (**close project**) before exiting the app.*
- *Demonstrate how to save to google drive*

## CLOSING STATEMENTS

*Celebrate their efforts by providing positive feedback*

1. Introduce the next day's lesson / Final Animation

# FINAL ANIMATION

*Week Six | Day Two*

## GOAL

*Final Animations / Hand out certificates of completion*

## USE YOUR H.E.A.D.

*Open with a enticing hook to capture your students' attention, relevant to today's activity*

Hook: \_\_\_\_\_

Emotional Connection: \_\_\_\_\_

Assurance: \_\_\_\_\_

Demo: \_\_\_\_\_

## STUDENT LEARNING OBJECTIVES

1. CTA: Animating short films

## REMINDERS

- *Begin downloading final animated films to personal ipads*
- *Upload final student films to dropbox*
- *More hands on Rough animator time for students*
- *Demonstrate how to save (**close project**) before exiting the app.*
- *Demonstrate how to save to google drive*

## CLOSING STATEMENTS

*Celebrate their efforts by providing positive feedback*

1. **Handout certificates of completion**
2. Provide teacher with thank you gift
3. Encouraging words to students