

# Lights, Camera, MEDIA Literacy!

Lesson Plan # 33

## Topics:

**Journal Writing**  
**Experimenting with Computer Animation Software**  
**Computer Animation Production**

## Outcomes:

Students will follow organizational procedures.  
Students will see, hear, and use applicable vocabulary.  
Students will apply newly-acquired computer animation software skills.  
Students will complete pre-production work for a computer animation production.  
Students will produce visuals for a computer animation production.

## Materials:

Writing journals  
LCD projector  
Chart paper  
Post-its  
Individual student pocket folders  
Computers  
**Animation-ish** software

**HANDOUT: Computer Animation Project**

**New Vocabulary:** *no new vocabulary*

## Sequence of Events:

### **I. Journal Writing (15)**

1. Prompt:

**What are your feelings about the history of  
computer-animated software?**

### **II. Computer Animation (70)**

1. As a class, watch the second lesson of *Animation-ish*: "FlipBook-ish".

2. Allow groups practice time for this.

3. As a class, watch the third, fourth, and fifth lessons: "Advanced-ish": Parts 1, 2, & 3 in sequence.

4. Allow groups practice time to try what they've learned.

*(The remaining lessons may be viewed by students who complete assigned tasks or need to learn an additional skill a skill to complete their project.)*

### **III. Computer Animation Project (100)**

1. Review the Computer Animation Project with students.

**HANDOUT: COMPUTER ANIMATION PROJECT**

2. Allow time for students to work on the project.

*(They will receive more time in future sessions to complete this).*

### **IV. Reflection (15)**

1. Direct students to the hanging chart paper labeled:

**What did you learn about creating visuals  
with computer animation software?**

2. Hand out Post-its on which students write and post.

3. Review the comments on the Post-Its with the class, so students have a sense of what was learned. Make sure to clear up any misconceptions.