



Motion Graphics Syllabus CHS Business Department

Contact Information: Parents may contact me by phone, email, or visiting the school.

Teacher: Mrs. Vanessa George

Email Address: vanessa.george@ccsd.us

Phone Number: (740) 702-2287 ext. 16260

Online: <http://www.ccsd.us/1/Home>

Teacher Contact Websites:

- Google Classroom (Class Code: zqi22n)

CCSD Vision Statement: The Chillicothe City School District will provide tomorrow's leaders with a high-quality education by developing high expectations and positive personal relationships among students, staff, and community members.

CCSD Mission Statement: The Chillicothe City School District empowers students to learn, to lead, and to serve.

Course Description and Prerequisite(s) from Course Handbook:

Course Code: 340125

Pre-requisite: None

Elective

Grade: 9-12

Graded: Conventionally

Credit: 1

Course Description:

From script to storyboard and special effects, students develop products focused on a central theme and purpose. Using commercial and open-source digital animation software, they create an illusion of motion that extends beyond traditional frame-by-frame footage. They learn skills and techniques involving music, animation, text, voice, photos and videos. Products are adjusted for access through computers, mobile devices, game consoles, projectors, radio and TV.

NOTE: Students are free to sign up for the course during course registration, but teacher discretion will dictate entry into the course based on ability with and interest in technology, prior course completion, academic aptitude, attendance, and discipline history.

Required: 120-150 hours

Course Fee: Students will have the opportunity to be a part of a Career Tech Student Organization (Business Professionals of America or BPA) as part of this course. Students who choose to be a part of the program's respective Career Tech Student Organization will have opportunities to be student officers, attend leadership activities, and participate in various leadership and skill competitions. Students who wish to be a part of the program's respective Career Tech Student Organization will be required to pay the dues associated with the organization prior to participation in activities outside the normal classroom. **\$40 for BPA Membership; \$15 lab fee.**

Learning Targets: Defined below for clarity are the Unit Titles, Big Ideas of every Unit taught during this course, and the Essential Questions to be answered to better understand the Big Ideas. A student's ability to grasp and answer the Essential Questions will define whether he or she adequately learns and can apply the skills found in Big Ideas. This will ultimately define whether a student scores well on assessments administered for this course.

- **1st Quarter**
 - **Unit I Title: Business Operations and 21st Century Skills**
 - **Big Idea #1:** I can demonstrate the employability skills needed to gain and maintain employment.
 - *Essential Question #1: What are cultural differences?*
 - *Essential Question #2: What is professional workplace behavior?*
 - *Essential Question #3: What is constructive feedback?*
 - **Big Idea #2:** I can carry out the roles of the production crew.
 - *Essential Question #1: What are the duties assigned to the producer and director?*
 - *Essential Question #2: What are the duties assigned to the camera operators and audio technicians?*
 - *Essential Question #3: What are the duties of the production assistants and the editors?*
 - **Big Idea #3:** I can effectively apply for a job.
 - *Essential Question #1: What is a resume?*
 - *Essential Question #2: What is a cover letter?*
 - *Essential Question #3: What is a portfolio?*
 - **Unit II Title: Photo Imaging**

- **Big Idea #1:** I can capture of a photo with a DSLR camera.
 - *Essential Question #1: What is aperture?*
 - *Essential Question #2: What is shutter speed?*
 - *Essential Question #3: What is ISO?*
 - **Big Idea #2:** I can properly edit a photo.
 - *Essential Question #1: How can I crop a photo to the rule of thirds and golden ratio?*
 - *Essential Question #2: What raster-based tools can I use to enhance my photo?*
 - *Essential Question #3: How can I edit a photo to create a transparent background?*
 - **Big Idea #3:** I can properly organize my photos.
 - *Essential Question #1: How can I save my photo files, and what files types should I use?*
 - *Essential Question #2: How should I organize my photo files?*
 - *Essential Question #3: What is metadata?*
 - **2nd Quarter**
 - **Unit III Title: Basic Motion Graphics**
 - **Big Idea #1:** I can use a non-linear editor to create a project.
 - *Essential Question #1: How do I import footage elements into my non-linear editor?*
 - *Essential Question #2: What is timecode?*
 - *Essential Question #3: What is stacking order?*
 - **Big Idea #2:** I can implement keyframing to create a project.
 - *Essential Question #1: What is a keyframe?*
 - *Essential Question #2: What are the transformational properties?*
 - *Essential Question #3: What is parenting, and how can I use it to make an animation?*
 - **Big Idea #3:** I can properly export a project.
 - *Essential Question #1: What are rendering and exporting?*
 - *Essential Question #2: What formatting properties should I select when creating a digital project?*
 - *Essential Question #3: How do I playback my finished project?*
 - **Unit IV Title: Audio/Video Editing**

- **Big Idea #1:** I can capture clear audio.
 - *Essential Question #1: What are frequency and amplitude, and how are they measured?*
 - *Essential Question #2: What are the various microphone types and directionalities?*
 - *Essential Question #3: What are my options for saving audio files?*
- **Big Idea #2:** I can properly frame a shot.
 - *Essential Question #1: What are the three main shot types?*
 - *Essential Question #2: What terminology must I know in terms of camera movements?*
 - *Essential Question #3: How can I create a steady shot?*
- **Big Idea #3:** I can properly light a set.
 - *Essential Question #1: What is four-point lighting?*
 - *What is a gel, and how can I use one to achieve desired lighting?*
 - *Essential Question #3: What is a light reflector, and how can I use one to achieve desired lighting?*
- **MID-TERM EXAM**
- **3rd Quarter**
 - **Unit V Title: Color Theory**
 - **Big Idea #1:** I can select the proper color model for my project.
 - *Essential Question #1: What is the additive color model?*
 - *Essential Question #2: What is the subtractive color model?*
 - **Big Idea #2:** I can describe Munsell's Color System.
 - *Essential Question #1: What is a hue?*
 - *Essential Question #2: What is chroma/intensity?*
 - *Essential Question #3: What is value/lightness?*
 - **Unit VI Title: Digital Design Principles**
 - **Big Idea #1:** I can describe the main art elements.
 - *Essential Question #1: What are line and value?*
 - *Essential Question #2: What are color and shape?*
 - *Essential Question #3: What are form and texture?*
 - **Big Idea #2:** I can identify principles of design.

- *Essential Question #1: What are unity and variety?*
 - *Essential Question #2: What are balance and movement, and proportion/scale?*
 - *Essential Question #3: What are emphasis and visual hierarchy?*
 - **Big Idea #3:** I can utilize effective typographical principles.
 - *Essential Question #1: What are the main typeface families?*
 - *Essential Question #2: What is leading?*
 - *Essential Question #3: What is kerning?*
- **4th Quarter**
 - **Unit VII Title: Written Content Creation**
 - **Big Idea #1:** I can create scripts and storyboards.
 - *Essential Question #1: How should I format my scripts?*
 - *Essential Question #2: What is a storyboard?*
 - **Big Idea #2:** I can write a script that properly targets a specific audience.
 - *Essential Question #1: What is fact-based writing?*
 - *Essential Question #2: What is market-based writing?*
 - *Essential Question #3: What is entertainment-based writing?*
 - **Unit VIII Title: Advanced Motion Graphics**
 - **Big Idea #1:** I can utilize advanced animation skills.
 - *Essential Question #1: What is keying, and how can I use it to create a project?*
 - *Essential Question #2: What is masking, and how can it help my project?*
 - *Essential Question #3: How do I create a 3D layer?*
 - **Big Idea #2:** I can utilize templates.
 - *Essential Question #1: What is a template, and how can I create one?*
 - *Essential Question #2: How can I edit a template without committing copyright violation?*
- **END OF COURSE EXAM**

Course Materials:

- Google Chromebook
- SD Card (maximum 32 GB)
- Adobe Creative Suite (provided via PRCTC in-class computers)
- Writing Utensil

Electronic Resources:

- classroom.google.com
- www.creativecommons.org
- www.pixlr.com
- www.motionarray.com

Course Expectations:

- Students are expected to take a professional approach in Motion Graphics. The students' assignments are intended to develop and enhance animations for the district (e.g. varsity football video board animations); therefore, it is imperative that students are accountable in bringing a positive attitude, determined and meticulous work ethic, and a team-oriented approach to class every day. The success of Motion Graphics is dependent on student contributions and collaborations. The students' course work is intended for public consumption. Additionally, Motion Graphics students are required to attend a minimum of two stadium operations events during first grading period and two after-school events each during the second, third, and fourth grading periods as part of their coverage for the course. Students are expected to keep their commitments in covering the tasks to which they have volunteered and/or have been assigned. Furthermore, they are required to acknowledge that, in completing these tasks, they are representing the school district and they must do so with dignity, class, and pride. Students who cannot meet their commitments due to rare, unforeseen, excusable circumstances (i.e. illness, family death, etc.) must contact the teacher and make proper arrangements. Finally, plagiarism will not be tolerated (please see the student handbook for complete details).
- Class rules are as follows:
 1. Be prepared, on time, and on task.
 2. Respect your peers, your teacher, the class, and yourself.
 3. Use appropriate language.
 4. Handle class equipment and materials with caution and care.
 5. Tidy your work areas before you leave.
 6. Keep all personal electronics silent and away.
 7. Give your best effort.

- Electronic Usage:**
 Students are not permitted to record/publish/distribute any course/classroom-related content with his/her personal electronics unless prior written permission has been granted to the student by the course instructor. Furthermore, students are not to use their personal electronics (e.g. phones, gaming devices, audio players, tablets) while in the classroom nor the studio. No personal usage means none (e.g. do not take/place calls, send/check messages of any kind, access social media, play music, play video games, etc.). Students should place their electronics in the designated wall station prior to the classroom bell sounding and can remove them after the period-ending bell has rung. The wall station is the only location in which a phone may be visible within the classroom and/or studio. Students who choose to keep their personal electronics in their possession while in class must keep said devices out of sight (i.e. in a closed book bag). If a student's cellular device is visible – whether or not the student was seen using it – to the instructor, the student will be asked to turn in his/her device to the instructor. The instructor will deliver the device to CHS Administration and the student's parent/guardian will have to collect it; the student will receive a Friday school for an electronics violation. Furthermore, Chromebooks and/or any technology approved by the instructor is to be used for educational purposes only and only after first instructed by the instructor; gaming is not permitted in the classroom whether via phone, computer, or any other device.
- Class Equipment:**
 Students in Motion Graphics will be required to utilize class and studio equipment (e.g. video cameras, DSLR cameras, microphones, computers, external hard drives, SD cards, etc.). This equipment is shared among other digital media courses. Students must follow proper protocol in signing out, utilizing, maintaining, and returning class equipment. Failure to do so could result in disciplinary action. Additionally, students could be required to replace equipment that is not properly maintained or cared for while in their possession.

Grading:

Unit Exams	50%
Assessments (Including: Quizzes, Essays, Labs, and Projects)	30%
Class work/Homework	20%

- Each nine week's grade comprises 20% of a student's final grade.
- The Mid-Term Exam and End-of-Course Exam each comprise 10% of a student's final grade.

Grading Scale:

The grading scale for Chillicothe High School can be found in the student handbook or online at

<http://www.chillicothe.k12.oh.us/1/Content2/studenthandbook>.

Late Work: Late work will be subject to the Board-adopted policy on assignments that are submitted late (to be reviewed in class).

- Regardless of the absence type (excused or unexcused), students will be expected to make up work and be held accountable for learning all material they missed.
- Any student who is absent from school (excused or unexcused) will have one (1) additional day for every day they missed, to make up his/her work for full credit (100%).
- Any student who exceeds the allotted time to turn in an assignment for full credit may still turn in late work for partial credit.
 - Any student who turns in work up to 1 week late must at least be given the opportunity to earn 75% on that assignment.
 - Any student who turns in work between 1 and 2 weeks late must at least be given the opportunity to earn 60% on that assignment.
- The end of the 9 weeks is the cut off point for teachers to accept late work from students for full or partial credit, unless the teacher decides to give the student an incomplete for the 9 weeks due to extenuating circumstances.
- Students notify instructor via email when they have submitted late work. This email should include the assignment title, the reason the work was late (i.e. absence, field trip, etc.), and where the assignment is located (i.e. Google Classroom, external hard drive, hard copy, etc.).
- Students who are in class are expected to complete their work during the daily class session and to turn in said work by the set deadline; students who fail to do so will receive an F on said assignment.

Performance-Based Section: Writing Assignments/Exams/Presentations/Technology

One or more of the End of Unit Exams may be Performance-Based. According to the Ohio Department of Education, "Performance-Based Assessments (PBA) provides authentic ways for students to demonstrate and apply their understanding of the content and skills within the standards. The performance-based assessments will provide formative and summative information to inform instructional decision-making and help students move forward on their trajectory of learning." Some examples of Performance-Based Assessments include but are not limited to portfolios, experiments, group projects, demonstrations, essays, and presentations.

CHS Motion Graphics Course Syllabus

After you have reviewed the preceding packet of information with your parent(s) or guardian(s), please sign this sheet and return it to me so that I can verify you understand what I expect out of each and every one of my students.

Student Name (please print):

Student Signature:

Parent/Guardian Name (please print):

Parent/Guardian Signature:

Date: _____