

Lee High STEAM

Course Syllabus – Graphics & Animation I

Course Information

Credit Hour: Tops & Computer Elective
Marking Period: First Semester
Class Location: Room B111
E-Mail: work@jewellschool.org

Teacher Information

Name: Jewell Simon
Phone: (225) 383-7744
Office Location: I would like one
Office Hours: 6:45- 15:00 Monday-Friday

Classroom Attributes

The manner in which we prepare students at Lee STEAM is informed by four main attributes: 1. Dedicated faculty who practice the skills that they teach; (2) Positive relationships developed and nurtured between and among adults and students; (3) A high level of rigor included in instructional practices via standards aligned and contextually driven instruction; and (4) Connecting positive relationships with effective project based instruction for positive effective RESULTS!

Course Description:

This course is designed to prepare students for web development and design aspects that are relevant to the development and business application world today. It involves the study of several scripting languages, oop(object oriented programming), as well as presentation skills that are necessary for success in todays world.

Course Competencies/ Learning Objectives

Students who successfully complete Web design 1 will be competent in the following areas:

- *Project Planning*
- *Design Consideration SVG*
- *Design Workflow and Motion*
- *Basic motion Graphics*
- *CMYK Design Applications*
- *Design Psychology*
- *Developing and applying creative ideas to graphic design problems.*
- *Define the uses of Bitmap SVG DDRMYK WISIWIG Pseudo 3D 4D Animation.*
- *Define the uses of Canvas, workstations, key-frames, etcetera.*
- *Thinking about and discussing visual culture.*
- *Project Based Portfolio Creation and Technical Blogging Etiquette*

Student Evaluation

The grading system for the Arts & Digital Media Department at Academy Park High School is as follows:

Tests, Projects, & Effort	-	50%
Quizzes, Classwork, & Minor Assignments	-	20%
Warm up, Notes, & Blogging Assignments	-	20%
Attendance & Class Participation	-	10%

Attendance Policy

Regular and prompt class attendance is an essential part of the educational experience. Lee High STEAM expects students to exercise good judgment regarding attendance and absences. Students will accept full responsibility for ensuring their work does not suffer because of absences. All students are expected to attend every scheduled class on time. Exceptions may be made for illness and valid emergencies.

Classroom Expectations

1. Arrive Timely
2. Preparation
3. Respect
4. Effort
5. Responsibility
6. Etiquette

Class Requirements

Projects will be given throughout the year. It is YOUR responsibility to complete all project assignments. You will be given the opportunity to make up one project assignment at the end of the marking period if they were not completed.

If you are absent, it is YOUR responsibility to make up the assignments and/or tests when you return. Every Monday, I will update the the whole classes' grades, thus informing everyone of the assignments and/or upcoming tests or quizzes. If you do not make up your assignments by the next Monday you will receive a zero.

It is YOUR responsibility to come after school to catch up on missed work from your absences. I will NOT re-teach the lesson during class time.

Plagiarism, Cheating, and Academic Integrity

Plagiarism is the practice of copying words, sentences, images, or ideas for use in written or oral assessments without giving proper credit to the source. Cheating is defined as the giving or receiving of illegal help on anything that has been determined by the teacher to be an individual effort. Both are considered serious offenses and will significantly affect your course grade. Please refer to the Student Code of Conduct booklet for additional information.

Methodology

A combination of meaningful projects, short lecture, class discussion, presentations, videos, cooperative learning, and problem-based learning will be used in this course. Grades will be determined by the satisfactory and timely completion of assignments. The grade of each assignment is based on the prerequisite given for each assignment. Below is an overview of topic/ units and major assessments/assignments for this course. Please note dates/timeframes are subject to change and are an estimate.

Unit/ Topic	Course Activities	Assessments/Assignments	Month/ Timeframe
SVG VS BITMAP	Large Group Review	Quiz/Test, Indie Project	Aug-Sept 1 st
Motion Graphics	Small Group Review	Quiz, Indie Project, Community Improvement Project	Sept-Oct 1 st
Scrum & Team Development	Large Group Projects	Quiz/Test, Self Governed Project	Oct 1-Oct 3
Intro to Kinematics	Example Problems	Quiz, Indie Project, Community Improvement Project	Oct 6- Nov 17
Timing	Small Group	Quiz/Test, Notes	Dec 2 nd - Midterm
Advance key-framing	Large Group	Quiz/Test,	Dec/2 nd -Midterm
3-min Roll	Small Group	Quiz/Test, Notes, Homework	Dec. /2 nd -Midterm
Midterm, Best Practices & presentation	Individual	Test	Midterm

IMPORTANT INFORMATION:

IF YOU ARE HAVING TROUBLE WITH THIS CLASS, COME TO ME IMMEDIATELY AND I CAN WORK WITH YOU. IF YOU WAIT TILL THE END OF THE MARKING PERIOD, IT WILL BE TOO LATE. I WILL BE AVAILABLE TO HELP YOU UNDERSTAND SO YOU CAN BE SUCCESSFUL IN THIS CLASS.

MATERIALS NEEDED:

Flash Drive 8-16 Gigs, notebook/phone/tablet anything to take notes in, Class Fee: 15\$ because ink, licenses, and domain names are not free.

Please check and sign below

_____ I have read the information and I fully understand what I'm expected to do in class.

Student Signature: _____

Parent / Guardian Signature: _____