Course: Industrial Technology Multimedia        Year: 9

Area/s of study: Animation              Task Number:  2

Date Issued: Week 1 Term 2              Date Due: Week 10 Term 2

Mark out of:  100              Weighting:  25%

Task Type:

Practical Project and Report.

Task Description:

See Attachment – Animation Assessment Activity

Outcomes being assessed by this task:

5.2.1 5.2.2, 5.3.1, 5.3.2, 5.5.1, 5.6.1

Specific submission instructions

Student to present the animation to the class and hand the report to teacher on the due date or earlier.

Criteria for assessment/markign guidelines/Assessment rubric:

See Attachment – Animation Assessment Activity

Additional information

Include this Assessment task advice sheet with the report for marking purposes.
Introduction

You are required to create an animated story to be used to entertain 5 to 10 year olds. There are two components to this assessment task; the design folio and the animation.

The design folio

This is the document in which you will record all information used in the design and production and evaluation of your children’s animated cartoon.

The following must be included in your folio;

The design phase:

- Identify the target audience, key features of the animation and the brainstorming processes behind these decisions
- Research and data gathering. The animation must be your own work. Details of information sources (including images and sound files) used, are to be recorded.
- A story board that contains the text and general picture types that you are going to use in your story. The story board will contain the approximately the same number of scenes as your presentation.

  The storyboard should include the following:
  - At least 3 scenes for the story.
• At least 4 images per scene relevant to the story.
• There must be animation and sound within each part of the story
• A clear explanation of what the scene is and what is happening

The Production Phase
While you are in the process of creating you animation you must record your progress and any changes in the animation or how you are producing it.

• Your animation exercise must contain the following
  • 2D Graphics
  • Title created in Photoshop (3D text)
  • Animation (Shape, motion Tween, Bone tool, Spring Tool and/or 3D rotation tool.)
  • Sound Effects
  • A smooth transition from one scene to the next.
  • Text

• You must manage the time you have been allocated efficiently and record work done showing times and dates

• You will also be marked on imagination, innovative thinking, and creativity for your presentation.

• Marks will also be awarded for your technical ability.

The Evaluation Phase
This involves evaluating the finished animation and the way in which the work was done.

• Clear conclusion noting degree to which your project was successful and how this is justified.

NOTE: There is to be no obscene, racist, sexist, offensive or inappropriate content. If this occurs a zero mark will be awarded and disciplinary action will be taken.
# Guidelines for marking and feedback

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### Part one - Design

5.3.1 justifies the use of a range of relevant and associated materials  
5.3.2, selects and uses appropriate materials for specific applications  

**Digital prototype**  
- Identify the target audience, key features of the animation and the brainstorming processes behind these decisions  
- Research and data gathering. The animation must be your own work. Details of information sources (including images and sound files) used, are to be recorded.  
- A story board that contains the text and general picture types that you are going to use in your story.  

Teacher comment  

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### Part two - Production

5.2.2 identifies, selects and competently uses a range of hand and machine tools, equipment and processes to produce quality practical projects  

- Your animation exercise must contain the following  
  - 2D Graphics  
  - Animation  
  - Sound Effects  
  - A smooth transition from one scene to the next.  
  - Text  

5.2.1 applies design principles in the modification, development and production of projects  
- While you are in the process of creating you animation you must record your progress and any changes in the animation or how you are producing it.  
- You will also be marked on appropriateness, imagination, innovative thinking, and creativity for your presentation.  
- Marks will also be awarded for your technical ability.  

Teacher comment  

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### Part three - Evaluation

5.6.1 evaluates products in terms of functional, economic, aesthetic and environmental qualities and quality of construction  
- Clear conclusion noting degree to which your project was successful and how this is justified.  

5.5.1 applies and transfers acquired knowledge and skills to subsequent learning experiences in a variety of contexts and projects  

- Report  
  - You must manage the time you have been allocated efficiently and record work done showing times and dates. You must also include screen shots of the your progress throughout the development of your project.  

Teacher comment  

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