

Syllabus - Animation and Gaming

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Animation and Gaming is an introductory course where students will explore basic animation, Adobe Animate and Scratch. Students will combine their skills as they learn the Principles of both animation and games design and complete projects and challenges through the semester.

Success in Animation & Gaming

Participation in demonstrations, hands-on activities, and discussions will be essential to your success in this class. Students will be given opportunities to demonstrate their knowledge and skills in classroom activities and demonstrations.

*If you are afraid of failure, you will never allow yourself to be creative.
Be willing to seek out knowledge and information.*

Daily Routines/Procedures

Please refer to [this document](#).

Textbooks

There are no assigned textbooks for this course, however, assignments may require that students research and report on assigned reading from books, handouts, and/or periodicals.

Materials Required Every Day

- Charged iPad
- **WIRED** headphones (**NO** wireless earbuds allowed)
- Inquisitive Mind for solving problems

Grading

Nine-weeks grade is weighted as follows:

- *Active Participation* (This may include participation, and team or self-evaluations) - 15%
- *Daily Assignments* - 35%
- *Major Assignments/Project*- 50%

Students will be given a weekly grade based on daily classroom/performance grade checks of student progress and effort.

Absent/Missed Work Policy

All assignments will be listed on Google Classroom for the student to obtain. This allows the student to retrieve assignments before class or while they are absent if they wish to get an early start. Please email me if you have questions about absent work. It is your responsibility to check Google Classroom when you will or have been absent **BEFORE** returning to class.

Retest Policy

A student requiring a retest will be sent to the testing center BEFORE or AFTER school, given an alternate version of the original test, and expected to complete the test within the 50-minute period (unless accommodations are in place, in which case the student may go during class time).

Late Work Policy

It is expected that students will turn in work on the due date. You will receive a 0 in the grade book until that assignment is turned in. You will not receive full credit for the assignment if it is turned in late. The penalty for late work is 10 points per day. Please refer to the Student Handbook for policies regarding grading when absent.

Conferences/Tutoring

I am available for conferences or tutoring by email appointment before school only.

Tardy Policy

Students are expected to be in their seats and logged in to their device before the bell rings. Students are marked tardy if they enter the room after the bell, and students are marked absent 10 minutes after the tardy bell.

Cell Phone Use/Personal Digital Devices - Off and Away All Day

Cell phones, smart watches and wireless earbuds are not permitted to be used during school hours. NO warning will be given for non-District approved device use in the classroom during the school day. The teacher will take the device to the front office. Please refer to the Campus Policy located in the Student Handbook for further clarification.

Artificial Intelligence Policy

Artificial Intelligence (AI) software is **not permitted** in this course unless permission is requested in writing, by email, describing how the tool is intended to be used and how it will enhance the learning of the student. AI use **may** be granted on an extremely limited basis after receiving a request.

HCMS ACADEMIC INTEGRITY POLICY

Academic honesty and integrity are basic to creating an effective learning community. The student who cheats is harmed because he or she is not learning the material. Other students are harmed when those who cheat gain an unfair advantage in the classroom. Hill Country Middle School suffers when the climate of trust and mutual respect is undermined. Society pays the price when the taking of shortcuts becomes an accepted norm.

HCMS Honor Code

I understand the importance of academic integrity at Hill Country Middle School, and I vow to be honest and honorable in all dealings with fellow students, faculty and staff.

The most common forms of cheating or plagiarism occur when a student:

- Submits a paper written entirely or partly by another person.
- Copies another student's homework (even with permission from peers).
- Copies from another student during an assessment.
- Obtains and submits a paper on the Internet or other electronic media.
- Takes a picture/screenshot of a quiz, test, or assignment and shares with others.
- Uses any resource, including Artificial Intelligence, to "Cut & Paste" instead of original production.
- Copies a published author's words, phrases, sentences, or ideas (published authors, periodicals, encyclopedias, and internet sites) without citation.
- Obtains a copy of an assessment **OR** talks to another student before or during an assessment or about the assessment, thus providing an advantage to the student before taking the test.
- Changes an answer after the paper/assessment has already been graded.
- Uses technology or electronic devices to access information during an assessment
- Creating a Google Education tool to impersonate any staff member or student via any avenue, social media, or other.
- Forging a signature that is not their own

Please note that ***this is not an exhaustive list of scenarios***. Please refer to the [**Student Handbook K-12**](#) for more information.

Violation of Academic Integrity Policy

If a student makes the mistake of academic dishonesty on a graded assignment or assessment, the following policy will be implemented in all grades and content disciplines:

1st Offense = The content discipline teacher will write an office referral, informing the administration of the incident and communicating the incident with the parent/guardian. The administration will assign appropriate consequences. The assignment will be marked as a zero in the gradebook for all students involved in the incident. **No retake or alternate assignment will be available.** *This type of offense could affect National Junior Honor Society membership!*

Subsequent Offenses = The content discipline teacher will write up an office referral, informing administration, who is now tracking the incidents so that a pattern is now created. In addition to contacting the parents/guardians, the administration will continue the progression of restorative practice and consequences.

Units/Topics

Animation-9 weeks

- 1-Introduction to Animation
- 2-Principle of Animation 1
- 3-Principle of Animation 2/3/4

- 4-Principle of Animation 5/6/7
- 5-Stop Motion
- 6-Principle of Animation 8/9
- 7-Principle of Animation 10/11 and Rotosoping
- 8-Principle of Animation 12

Gaming-9 weeks

- 1-Introduction to Game Design
- 2-Game Element Identification and Swap
- 3-Game States/Spaces of Possibility/Make first game!
- 4-Pixel Art Character
- 5-RPG Player Controls/Added Complexity
- 6-RPG Final Touches
- 7-Other Game
- 8-Other Game Final Touches
- 9-Game Design Choice Board and Portfolio Project