SUBJECT: Design and Animation	**GRADE: 8**
Unit Title: Creating Drawings	**Time Frame: 10 Days**
UNIT OVERVIEW	
Within this unit students will learn how to create drawings and shapes with colors and opacity.	
LRG SKILLS AND DISPOSITIONS	**PA STANDARDS**
Digital Literacy & Tech Proficiency (K4DLT1B1) Creativity and Innovation: Unit 1 Challenge Exercise (S3B)	**CSTA:** **MS-PRO-12** **MS-PRO-13** **MS-PRO-18** **BCIT:** **15.4.8.G**
COMPETENCIES	**LEARNING TARGETS**
I can test and debug my code using professional standards and use peer reviews and user feedback to make my projects easier for everyone to access and use.	I can test and debug my code using professional standards to make sure it works well.

SUBJECT: Design and Animation	GRADE: 8
Unit Title: Functions, Mouse Events, and Properties	**Time Frame: 10 Days**
UNIT OVERVIEW	
Within this unit students will learn how to use functions, onMousePress and onMouseRelease events and other shape properties.	
LRG SKILLS AND DISPOSITIONS	**PA STANDARDS**
Digital Literacy & Tech Proficiency (K4DLT1B1) Critical Thinking and Problem-Solving: Bouncing Ball (S4B)	**CSTA:** **MS-PRO-12** **MS-PRO-13** **MS-PRO-18** **BCIT:** **15.4.8.G**
COMPETENCIES	**LEARNING TARGETS**
I can test and debug my code using professional standards and use peer reviews and user feedback to make my projects easier for everyone to access and use.	I can test and debug my code using professional standards to make sure it works well.

SUBJECT: Design and Animation	GRADE: 7
Unit Title: Traditional Animation	**Time Frame: 2 Days**
UNIT OVERVIEW	
Within this unit students will learn about simple animation techniques and create their own animations in the style of flipbooks (flick books) using sticky notes.	
LRG SKILLS AND DISPOSITIONS	**PA STANDARDS**
Digital Literacy & Tech Proficiency (K4DLT1B1) Creativity and Innovation: Original Flipbook (S3B)	**STEELS:** **3.5.6-8.F** **3.5.6-8.S**
COMPETENCIES	**LEARNING TARGETS**
I can test, analyze, and iterate designs using data and feedback	I can test, analyze, and iterate designs using data and feedback.

SUBJECT: Design and Animation	GRADE: 7
Unit Title: Stop Motion Animation	**Time Frame: 7 Days**
UNIT OVERVIEW	
Within this unit students will be introduced to stop motion animation as a storytelling medium using Google Slides and Cloud Stop Motion.	
LRG SKILLS AND DISPOSITIONS	**PA STANDARDS**
Digital Literacy & Tech Proficiency (K4DLT1B1) Creativity and Innovation: Original Stop Motion Short (S3B)	**CSTA:** **MS-PRO-14** **MS-PRO-15** **BCIT:** **15.4.8.G** **15.4.8.K** **STEELS:** **3.5.6-8.F** **3.5.6-8.P** **3.5.6-8.Q** **3.5.6-8.U** **3.5.6-8.V** **3.5.6-8.X** **3.5.6-8.II**
COMPETENCIES	**LEARNING TARGETS**
I can test, analyze, and iterate designs using data and feedback	I can test, analyze, and iterate designs using data and feedback.

SUBJECT: Design and Animation	GRADE: 7
Unit Title: 2D Animation	**Time Frame: 11 Days**
UNIT OVERVIEW	
Within this unit students will learn core 2D animation principles and techniques through hands-on projects in Brush Ninja, Piskel, and Wick Editor, enabling students to create frame-by-frame, pixel art, and interactive animations.	
LRG SKILLS AND DISPOSITIONS	**PA STANDARDS**
Digital Literacy & Tech Proficiency (K4DLT1B1) Creativity and Innovation: Original Interactive Project (S3B)	**CSTA:** **MS-PRO-14** **MS-PRO-15** **BCIT:** **15.4.8.G** **15.4.8.K** **STEELS:** **3.5.6-8.F** **3.5.6-8.P** **3.5.6-8.Q** **3.5.6-8.U** **3.5.6-8.V** **3.5.6-8.X** **3.5.6-8.II**
COMPETENCIES	**LEARNING TARGETS**
I can test, analyze, and iterate designs using data and feedback	I can test, analyze, and iterate designs using data and feedback.