PLANNED COURSE STATEMENT

Course Title: Introduction to Adobe Flash	**Grade Level(s):** 9-12
Length of Course: Trimester	**Credit Area:** Business - Technology
Prerequisite: MS Office Suite, Computer Graphics or teacher approval	**Amount of Credit:** .5
Adopted/Supplemental Materials: Adobe Flash CS5, Teacher Generated Materials	
Dual Credit Articulation: College Now; RCC CS125f – Introduction to Flash	

COURSE DESCRIPTION:
Using the Adobe Flash application, students design rich media Web content containing interactivity, animation, and sound. Students gain an understanding of Flash's logic, concepts, and language. In addition, students will learn of designer/developer resources for continued self-paced learning. Topics include introduction to rich media; the Flash drawing tools; creating Flash movies; adding graphic elements; designing with text; symbols, instances, and libraries; working with sound and motion; using ActionScript to create interactivity; combining Flash with HTML; integrating Illustrator and Photoshop with Flash using Flash Catalyst; publishing a Flash website.

COURSE GOALS:
1. Understand Flash's logic, concepts, and language in order to create components necessary for 2D animation.
2. Demonstrate an understanding of the processes for designing and executing vector objects and graphics for animation.
3. Find effective solutions for a range of design problems involving both conceptual and technical learning.
4. Understand the concept of communication ideas through using type and text with animation.
5. Understand the concept of a time and motion and how to create a motion sequence.
6. Demonstrate an understanding the interaction of sound and image in animation.
7. Demonstrate the ability to plan and execute an interactive animation using the Flash timeline and ActionScript buttons.

ASSESSMENT STRATEGIES:
1. Students will complete a series of exercises to demonstrate an understanding of the Flash interface. Criteria for assessment include appropriate of the use of Flash tools and functions.
2. Students will design graphics that incorporate the appropriate use of the Flash drawing tools. Criteria for assessment include appropriate of the use of Flash tools and functions.
3. Based on lectures and demonstrations presented by the instructor, students will investigate the application of visual design principles for interactivity Criteria for assessment include successfully functioning interactive symbol instances.
4. Students will design with type and text incorporating the appropriate Flash tools. Criteria for assessment include the successful integration of type with animation.
5. Students will create frame by frame animations and animations using "tweening" techniques. Criteria for assessment include smooth transition in execution and effective interpretation of "change of over time."
6. Students will design apply both sound Events and streaming sound and video to animation. Criteria for assessment include synchronization and file size control.
7. Students will complete, an interactive animation created with Flash. Criteria for assessment include effective use of graphics, sound, motion and interactivity using ActionScript.

8. Additional Tests, Quizzes and projects will be utilized.

ACCOMMODATIONS AND MODIFICATIONS:
Following mastery of introductory concepts, the class will be modified by individual pacing.

CAREER RELATED LEARNING STANDARDS:

Essential skills are embedded in the curriculum. Among those students will have an opportunity to continue toward mastery include:

- Read and comprehend a variety of text
- Write clearly and accurately
- Apply mathematics in a variety of settings
- Listen actively and speak clearly and coherently
- Think critically and analytically
- Use technology to learn, live, and work
- Demonstrate personal management and teamwork skills