FOREST LAKE AREA SCHOOLS
FOREST LAKE, MN 55025

January 6, 2011

AGENDA ITEM: 12.8

TOPIC: FIRST READING OF FLASH ANIMATION

BACKGROUND: With changes in elective offerings at the jr. high level, and with increasing interest in business technology classes, the Business department has worked to expand their offerings at the high school level.

PROCESSS: The Business department has owned the software required for Flash Animation for the past two years, but has not had the opportunity to utilize the specific FLASH program in courses currently offered. Students have been requesting experiences with more advanced computer programs and skills, and the department is now ready to provide a course that takes students to this next level. This course would allow students the opportunity to create characters, prepare them for animation, add motion, and create a full length sequence with a soundtrack.

RECOMMENDATION: First reading of a proposal to offer a new grade 10-12 elective, Flash Animation, for 2011-12 school year.

Course Title:	Flash Animation
Course Number:	
Grade Level:	10-12
Credit Hours:	.5

Course Description:

Use Adobe Flash to make interactive animations! This class will cover how to create characters, prepare them for animation, add motion, and create a full length sequence with a soundtrack. Launch into a n exciting career in animation today!

Prerequisite:

Articulated Agreements / College Credit(if applicable):

Alignment with Minnesota Academic Standards or national/state contest standards:

The following is taken from the Nation Business Education Standards:

I. Impact on Society

Achievement Standard: Assess the impact of information technology on society.

III. Operating Systems, Environments, and Utilities

Achievement Standard: Identify, evaluate, select, install, use, upgrade, customize, and diagnose and solve problems with various types of operating systems, environments, and utilities.

IV. Information Technology and Major Business Functions

Achievement Standard: Describe the information technology components of major business functions and explain their interrelationships.

VI. Input Technologies

Achievement Standard: Use input technologies appropriately to enter and manipulate text and data.

VII. Information Retrieval

Achievement Standard: Gather, evaluate, use, and cite information from information technology sources.

XII. Information Technology Planning and Acquisition

Achievement Standard: Plan the selection and acquisition of information technologies..

XVII. Information Technology Careers

Achievement Standard: Describe positions and career paths in information technology.