

WALTER ANDERSON MUSEUM *of* ART

LESSON PLAN

GOOGLE SLIDES STOP MOTION ANIMATION

Mississippi state standards served:

Title: Google Slides Stop Motion Animation

Grades: 4th - 12th

Outcomes:

- Is the student able to understand the concept of stop-motion animation? (multiple slides, moving the object on the slide)
- Is the student able to create and change the .url to view their animation?
- Did the student create an appropriate animation related to the subject area expectations?

This link takes you to the entire Google Slides stop motion lesson:

https://docs.google.com/presentation/d/1ddbESMvb9Hd_untzFMSwbfK0FTB3l1yuqg1KlIA4omM/copy

Subject Area Standards: TTW add outcomes based on subject-area animation expectations.

National Core Art Standards:

Creating

Anchor Standard #1: Generate and conceptualize artistic ideas and work.

Anchor Standard #2: Organize and develop artistic ideas and work.

Anchor Standard #3: Refine and complete artistic work.

Performing/Presenting/Producing

Anchor Standard #4: Analyze, interpret, and select artistic work for presentation.

Anchor Standard #5: Develop and refine artistic work for presentation.

Anchor Standard #6: Convey meaning through the presentation of artistic work.

Responding

Anchor Standard #7: Perceive and analyze artistic work.

Anchor Standard #8: Interpret intent and meaning in artistic work.

Anchor Standard #9: Apply criteria to evaluate artistic work.

Connecting

Anchor Standard #10: Synthesize and relate knowledge and personal experiences to make art.

Anchor Standard #11: Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.

ISTE/ Technology Standards Addressed:

1 Empowered Learner (Students will have many choices about the medium and technique used to convey their meaning)

Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.

2 Digital Citizen (Students will review all Digital Citizenship expectations for this learning experience)

Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

3 Knowledge Constructor (Students will be encouraged to create and problem solve a variety of social and academic concepts through animation.)

Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

4 Innovative Designer (Students will be using Google Slides and Google Draw)

Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.

5 Computational Thinker (Problem solving with media and technology to create the effect they are trying to achieve)

Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.

6 Creative Communicator (Through animation)

Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

7 Global Collaborator (Upload to class youtube channel or other media outlet)

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.