

### Interactive Multimedia LAP 1 – Unit 1 Lessons 1 - 3



Name \_\_\_\_\_

Period \_\_\_\_\_

Date Started \_\_\_\_\_

Date Completed \_\_\_\_\_

#### DoDEA Standards

♦PT1f Be proficient in the use of technology.

♦PT1e Demonstrate a sound understanding of the nature and operation of technology systems, both hardware and software.

#### Objectives

- ♦ Students will discuss why and where animation is used.
- ♦ Students will discuss why animations are effective.
- ♦ Students will create an AVI animation file.
- ♦ Students will demonstrate how to add animations and stills to a PowerPoint presentation.

**Resource** Student handouts Lessons 1 - 3

**Time Frame**

Lesson 1	1 hour
Lesson 2	2 hours
Lesson 3	2 hours

#### Introduction

This unit provides material to teach students the mechanics of designing computer animations. The unit is based on the animation tool 3d Choreographer, which is an easy to use program for developing computer animations.

#### Assignments

Where appropriate and possible, written answers must be in complete sentences and keyed. Turn in completed activities as directed by instructor.

#### Lesson 1: Introduction to Animation

\_\_\_\_\_ Listen to the PowerPoint presentation that your instructor is presenting. Participate in the discussion.

#### Lesson 2: Animation Basics

\_\_\_\_\_ Complete activities 1 – 14 of the student handout.

#### Lesson 3: Creating an Electronic Portfolio

\_\_\_\_\_ Complete activities 1 – 9 of the student handout.

\_\_\_\_\_ See your instructor for the assessment for Lessons 2 and 3.

#### Self Assessment - "I can . . . "

- \_\_\_\_\_ discuss why animations are effective.
- \_\_\_\_\_ create an AVI animation file.
- \_\_\_\_\_ demonstrate how to add animations and stills to a PowerPoint presentation.
- \_\_\_\_\_ discuss why and where animation is used.