## **Lesson Plan**

Lesson Plan				
Group or course	IN614 Multimedia Development	Date	Tuesday 16 October 2018	
Lesson topic	Animation basics	Lesson length	1 hour 45 min	

Learning Objectives – during this session the learners will:

Research basic animation concepts

Produce a basic animation

Time	Content - Topics	Teaching & Learning Methods	Resources
10-15	Animation assessment Course review	•	Moodle
20-30	Introduction	Short presentation showing basics of animation, e.g. timeline, tweens, symbols	Presentation slides
15	Activity: use a forum to research and share information about core concepts of animation.	•	Moodle forum, Adobe Animate CC online resources
10	Animation	Show how to set up a project and begin a really simple animation. Point out that most of the controls are the same as other Adobe products that they already know. Point out the main differences.  Introduce activity.	Adobe Animate on the screen
Remainir g	Activity: make a basic animation using shapes and tweens.	Follow the activity instructions on Moodle. Lecturer to provide one-on-one support and check progress.	Lab instructions on Moodle



Formative Assessment methods:	Evaluation process to obtain feedback on teaching:			
By the end of the lesson, learners should be able to make a basic animation using one kind of tween. This is to be assessed by observation from the lecturer of each individual's work.				
Notes:  Next time introduce the lesson by showing a fewith these techniques.	Next time introduce the lesson by showing a few demo animations to indicate what is possible to achieve			

