

Project Day

Instructor/Author:	Karen Hepner
Primary Subject:	Introduction to Multimedia Computers
Grade Level:	11, 12
Lesson Duration:	50 Minutes

Learning Objective

After a review demonstration in Macromedia Flash, the student will be able to complete the Flash Animation Project, using a PC tablet and Flash, through step 5.

NBEA Standard – Information Technology

V. Application Software – Identify, evaluate, select, install, use, upgrade, and customize application software; diagnose and solve problems resulting from an application software's installation and use.

Performance: Use advanced features of common application software.

Materials and Equipment

Materials: Flash animation project student worksheet, rubric, and teacher worksheet (from Day 8).

Equipment: Computer lab with projector, scanner, network connection, Macromedia Flash, and PC tablets. Each student will need their own computer and PC tablet.

Activities and Procedures

Review Flash Features	<i>5 minutes</i>
Importing, layers, setting the frame speed, and using key frames.	
Flash Animation Project Assignment – <i>See Day 8 for materials.</i>	<i>5 minutes</i>
Hand out student worksheet and rubric to students if necessary.	
Approve students' photos and have them scanned if necessary.	
Answer any general questions pertaining to the project.	
Reminder that the project is due at the end of the next class period.	
Student Time for Flash Animation Project	<i>40 minutes</i>
Students are to utilize all class time for their project.	
Students will need to arrange to come to the computer lab before or after school or during lunch to catch up on their project if they are falling behind.	

Evaluation/Assessment

The students will be evaluated on their class participation by completing a minimum of Steps 1-5 of the Flash Animation Project. These steps will have the majority of the project complete. All of the elements, except text will have been drawn. Day 10 can be used to animate the object and insert the text.