Cartooning & Animation Pacing Guide

Marking Period 1:
- Tools & Materials
- Drawing Basics
- Animation Methods
- Cartoon Construction
- Character Design & Development
- 12 Principles of Animation
- Solid Drawings

Marking Period 2:
- Line of Action
- Character Movements
- Spacing
- Timing
- Squash & Stretch
- Arcs
- Bouncing Ball Animation Test

Marking Period 3:
- Paths of Action
- Flexibility
- Weight
- Anticipation
- Animated Acting
- Body Language

Marking Period 4:
- Dialogue
- Storyboarding
- Stylization
- Stop-Motion
- Flipbook
- Cut-Out Animation
- Rotoscope Animation

All New Jersey Student Learning Visual Art Standards will be applied in each marking period. Most focus will be on Creating (Standard 1) and Responding (Standard 3) as students will need to constantly work on creating and then reviewing their work both individually and in group settings.