

Unit 10: Digital Animation

Digital animation software and applications have advanced so much so in recent years that it is relatively easy to create animation within the classroom with the right tools. Having students create digital animation gives them tools to animate as a form of visualization and as a mode of communication which uses visual thinking. Animation is a sequence of images that tells a story visually, serving not only as an art making tool helping students interpret the world, but as a vehicle for expanding students' imagination in addressing their own knowledge and experience.

For this assignment, you are going to create a very basic animation along the lines of a person juggling, kite flying, car moving, stick-man running, bird flying, book closing, washing machine tumbling clothes, rocket launching, river flowing, tea kettle steaming, etc.) Be creative, you are not limited to these suggestions. Choose anything appropriate for the classroom and your content area (if possible).

You may use any of a number of tools to create your digital animation.

- **FlipBook** - <http://www.benettonplay.com/toys/flipbookdeluxe>
- **FluxTime** - <http://www.fluxtime.com/animate.php>
- **Kerpoof** - <http://www.kerpoof.com>
- **GoAnimate** – <http://www.goanimate.com>
- **Xtranormal** – <http://www.xtranormal.com/>
- **Voki** - <http://www.voki.com>
- **FlipBook Maker** - <http://flipbookmaker.sourceforge.net/> (open source software)

Submission Options	
Option 1	Option 2
<ul style="list-style-type: none">• Upload a .gif file to the assignment dropbox.	<ul style="list-style-type: none">• Type the full URL in the assignment drop box comment box