 Department of Digital and Creative Technology

+EXPLORE Animation or Games Development

|  |  |  |
| --- | --- | --- |
|  | ANIMATION | GAMES DEVELOPMENT |
| Week 1 | What is AnimationFlipbook & Pivot | Introduction to computer games at Godalming CollegeStart with a 3D game - MissionMaker |
| Week 2 | Persistence of Vision (PoV) Historic animation | Prepare a 3D game |
| Week 3 | Free hand Animation | Peer game playIntroduction to GameMaker Studio(2D)Start creating GMS game – Catch the Clown |
| Week 4 | Complete Catch the Clown game |
| Week 5 | Stop Motion Animation | Design & create your own game |
| Week 6 |
| Week 7 | Design & create your own animation |
| Week 8 |
| Week 9 | Peer Assessment Next steps – Course or Career | Peer Assessment Next steps – Course or Career |

 **+EXPLORE : Animation**  TL = Teacher Led : SL = Student Led

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | ANIMATION | Preparation | Lesson Plan | Links/Resources |
| Week 1 | What is AnimationFlipbook & Pivot |  | TL: Introduce the 9 weeks & pathway SL: Choice: Animation/Games/WebTL: What is Animation Video on GOL TL: Introduce Flipbooks & PivotSL: Students start an animated Pivot fileTL: Issue flipbook materials | Scheme of Work & SummaryWhat is Animation: <https://www.youtube.com/watch?v=Qlp8QpFbxy0> 2.48minsFlipbooks: <https://www.youtube.com/watch?v=Un-BdBSOGKY> 7.54mins, but can skip some and watch the end 2 mins; Post-it Pads; Pivot |
| Week 2 | Persistence of Vision (PoV) Historic animation | Complete your Flipbook animation | TL: Demonstrate PoV via Zoetrope & PraxinoscopeSL: Using templates create a hand-drawn animation reel to play on the devices (Z&P) | PoV: <https://www.youtube.com/watch?v=YismwdgMIRc> 5:30minsZoetrope: <https://www.youtube.com/watch?v=-hE_fA9M580> 1:18mins & PraxinoscopeBlank templates for both |
| Week 3 | Free hand Animation | Advance your Pencil programanimation | TL: Introduce Pencil program & use of tabletsSL: Create a Pencil animation using graphics tablet and pen | PencilClass set of Graphics Tablets and PensID card loan of Tablets and Pens |
| Week 4 | SL: Pencil animation continuation | PencilClass set of Graphics Tablets and Pens |
| Week 5 | Stop Motion Animation | Finish your Pencil program animation | TL: Introduce I Can Animate (ICA) and Lego/Playdoh & CameraSL: Create an ICA movie | I Can AnimateClass set of cameras (ID card loaned to students)Lego + PlaydohPhoto booths |
| Week 6 | SL: Continue ICA movie |
| Week 7 | Design & create your own animation |  | TL: Issue a client brief & StoryboardsSL: Responds to brief by creating and working on their own animation using their choice of animation medium | Client Brief via GOLVideo: <https://www.youtube.com/watch?v=m2JJxRlxV2s> –TO 2.59minsStoryboard templates + pensAny equipment and programs previously used. |
| Week 8 |
| Week 9 | Peer Assessment (Web/Game/Animation play)Next Steps: Course or Career | Complete your animation and email to CXM | TL: Publish animation for peer assessmentSL: Peer judgementsTL: Next steps – BTEC IT or Career | All animations available for peer assessment Animation as a career: <https://www.youtube.com/watch?v=jElbgH-GdZg> 1.28-3.16mins |

 **+EXPLORE : Games Development** TL = Teacher Led : SL = Student Led

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | GAMES DEVELOPMENT | Preparation | Lesson Plan | Links/Resources |
| Week 1 | Introduction to computer games at Godalming CollegeStart with a 3D game – MissionMaker |  | TL: Introduce the 9 weeks & pathway SL: Choice: Animation/Games/WebTL: MissionMaker vs GameMaker demonstrate eachSL: MissionMaker Videos on GOL to learn how to use MMSL: Start creating your own MM game | Scheme of Work & SummaryDemo MM & GMHow to use MissionMaker: Tutorial Part 1: <https://www.youtube.com/watch?v=HD1M77n8_oY> 4.46minsPart 2: <https://www.youtube.com/watch?v=rUTDWxs3-Lg> 5.32 minsPart 3: <https://www.youtube.com/watch?v=KKter_F5k74&t=3s> 8minsPart 4: <https://www.youtube.com/watch?v=nUgYqxjPMtA> 5.56minsPart 5: <https://www.youtube.com/watch?v=_2ZX8dOezug> 2.35 mins |
| Week 2 | Prepare a 3D game | Finish own MM Game | SL: Continue with own MM game  | MissionMaker |
| Week 3 | Peer game playIntroduction to GameMaker Studio(2D)Start creating GMS game – Catch the Clown | Email CXM own MM file day before lesson | SL: Peer assessment of game playTL: Introduce GameMaker Studio SL: Create first GameMaker game – Catch the Clown | +Explore GOL SiteGame play for approx. 20 minsGameMaker Studio & Assets on GOLTutorial 1:<https://www.youtube.com/watch?v=9SxFJR1uipA> 6.15mins |
| Week 4 | Complete Catch the Clown game | Work on Catch the Clown game | SL: Create first GameMaker game – Catch the Clown | GameMakerStudio & Assets on GOL & Tutorials 2 & 3:<https://www.youtube.com/watch?v=SuqGXu3-lb4> 8.44mins<https://www.youtube.com/watch?v=IdJnT_M5JVU> 5.07mins |
| Week 5 | Design & create your own game | Finish your Catch the Clown game | SL: Design the game idea & start creating in GMS | Video: <https://www.youtube.com/watch?v=m2JJxRlxV2s> –To 2.59minsStoryboard templates + pensGMS |
| Week 6 | Finish storyboard | SL: Games development |
| Week 7 |  | SL: Games development | GMS |
| Week 8 | TL: Demonstrate the producing of an .exe fileSL: Games development & publish if finished | GMS & Publishing cards |
| Week 9 | Peer Assessment (Web/Game/Animation play)Next Steps: Course or Career | Complete your GMS game & produce .exe file | SL: Publish games on GOL for peer assessmentSL: Peer judgementsTL: Next steps – BTEC IT or Career | All games available for peer assessment Computer Games careers: 10 top tips for getting into the Gaming Industry: <https://www.youtube.com/watch?v=9ET8ejV2Gbc> 8.12minsParents & Video Games Careers<https://www.youtube.com/watch?v=9ET8ejV2Gbc> 3.13mins |