Core Skills Analysis

Art

- The student developed foundational digital artistry skills by using the app to create drawings, learning about line, form, and color application within a digital interface.
- By animating their drawings, the student grasped basic principles of movement and sequencing, understanding how individual frames create fluid motion.
- The activity encouraged creative expression and experimentation with digital tools, fostering an appreciation for technology-enabled art.
- The student enhanced their visual storytelling abilities by combining static images and motion to convey ideas or narratives effectively.

Tips

To deepen the student's mastery of digital art and animation, encourage frequent practice with various drawing and animation apps that provide different tools and effects. Integrate lessons on traditional animation concepts such as timing, easing, and storyboarding to enhance their animations' quality. Facilitators can introduce challenges like creating short animated stories or character design projects to expand creative thinking and technical skills. Supplementing app-based learning with observational drawing exercises and studying animations by professionals can further inspire and improve precision.

Book Recommendations

- [The Animator's Survival Kit](#) by Richard Williams: A comprehensive guide to animation principles and techniques, suitable for young aspiring animators who want to understand movement and animation basics.
- [Drawing on the Right Side of the Brain](#) by Betty Edwards: This book helps students develop drawing skills by harnessing visual perception and creativity, necessary skills for digital drawing.
- [Cartoon Animation](#) by Preston Blair: A classic primer that introduces cartoon animation, including drawing and character movement, ideal for young learners exploring animation.

Learning Standards

- CCSS.ELA-LITERACY.W.6.3: Write narratives to develop real or imagined experiences or events using descriptive details and clear event sequences, tied to visual storytelling in animation.
- CCSS.MATH.PRACTICE.MP4: Model with mathematics by sequencing frames and understanding timing intervals in animation.
- National Visual Arts Standards VA:Cr1.1.6 - Use multiple approaches to begin creative endeavors with digital media.
- ISTE Standards for Students 6.a - Choose the appropriate platforms and tools for meeting the desired objectives in creating digital art and animations.