## Project Scope and Sequence

### Academic Year:
Yr 7

#### Unit:
Animating with PowerPoint, Animation Shop and SwishMax

### Area of Study:
Information and Communication

#### Context Area:
Communications

#### Time Frame:
13 weeks

<table>
<thead>
<tr>
<th>Week</th>
<th>Design Process Phase</th>
<th>Student Tasks / Activities</th>
<th>Completed</th>
</tr>
</thead>
</table>
| Week 1 | • Identification of Need  
• Design Brief | • Demo to create electronic folio  
• Students start creating their electronic folio  
• Project title page  
• Class discussion about the Need and Brief  
• Analysis of Design Brief  
• Definitions of key words / terms  
• Word web for different messages  
• CAF mind map  
• Design constraints Mind map | |
| Week 2 | • Research  
• Ergonomics – safety aspects | • Meaning of animation  
• Use of animation in today’s society  
• Software requirements  
• Hardware requirements  
• Safety issues related to the making of the product | |
| Week 3 | • Research | • Path based and cell based animation  
• Innovation in animation  
• Target market | |
| Week 4 | • Design Development  
• Initial Ideas | • Develop 3 initial ideas – create animation using different application software (e.g., PowerPoint, Animation shop and SwishMax - Demo to use all these different programs) | |
| Week 5 | • Design Development  
• Initial Ideas  
• Developed Ideas | • Demo to use Swish Max (contd)  
• Develop 3 initial ideas  
• Create Hyperlinks to the animations created | |
| Week 6 | • Developed Ideas  
• Final Design | • Complete 3 animations using different application software  
• Complete hyperlink to the animations created  
• Complete detailed PMI analysis for each animation  
• Begin Final Idea – Design Storyboard | |
| Week 7 | • Final Design  
• Realisation | • Script/ Story for your final design idea  
• Justification of final design- brief criteria / limitations  
• Start creating final animation using SwishMax  
• Creating different scenes  
• Demo to use various advanced tools to create images in SwishMax  
• Creating images | |
| Week 8 | • Realisation | • Students continue creating images  
• Students continue adding text on their scenes for animation | |
| Week 9 | • Realisation | • Demo adding sound and music to the animation  
• Students add sound and music to their animation  
• Students continue working on their product development | |
| Week 10-11 | • Realisation | • Continue working on their animation in SwishMax | |
| Week 12 | • Realisation | • Completion of Final animation  
• Hyperlink final animation in e-folio  
• Demo- “Table of content”  
• Students create Table of content for their electronic folio | |
| Week 13 | • Evaluation | • Evaluation of design with respect to the design brief.  
• Evaluation of functional / aesthetic aspects of their product  
• Design electronic folio completed and submitted for final marking in the submit drive or the location advised by the teacher | |
| Week 14 | • Evaluation ( Peer) | • Presentation to the class | |