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# Animation II - Syllabus

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**Center High School / ICT Building / 2025-2026**

**Fulfills 1-year UC/CSU "F" VAPA Requirement**

## Recommended Pre-Requisites

Intermediate Animation

## Course Description

Students will learn the **History and Process of Animation**, as well as the **Practical Skills** required to create **Animated Projects** using **Drawings, Clay\***, **Puppetry\***, and **Computer Applications**.

## Curriculum

**Students may use / learn to use the following 2D & 3D computer applications:**

- Adobe Animate
- Adobe Character Animation
- Blender

**Students will conceptualize and actualize animated short stories, using a variety of animation techniques using physical materials, photography, videography and computer applications.**

**Students will work in groups to practice soft skills, communication, brainstorming, storytelling and animation theory.**

**Students will prove mastery of animation skills through the creation of projects, both individual and group, including, but not limited to:**

- Cutout Animation
- Stop Motion
- Puppetry
- Rotoscoping
- 2D Computer Animation
- 3D Computer Animation

## Assignments, Projects, Quizzes & Tests

All Assignments, Projects, Quizzes and Tests will be posted on **Google Classroom**.

They will include the following:

- Instructions
- Requirements
- Points Breakdown
- Examples (when deemed necessary)

**Assignments** are formative lessons.

**Projects** are summative assessments. Students will use what they have learned on assignments to show mastery of skills.

**Quizzes** are formative and will be attached to Google Classroom posts. They may only be taken in class (or in admin approved alternative locations).

**Tests** are summative assessments and must be proctored in class (or in admin approved alternative locations). There will be 2 midterms and 2 finals.

## Grading

*80% of Grades are standards based assignments, projects, quizzes and tests.  
20% of Grades are based on the California Standards for Career Ready Practice.  
Collectively, the Career Ready Standards are labeled "Employability."*

*Grades are weighted toward Student's grade accordingly:*

**Assignments 40%**

**Projects 25%**

**Quizzes 5%**

**Tests 10%**

**Employability 20%**

## Employability Grade

Employability grades are based on the 12 California Standards for career ready practice, listed below. Students in Career Technical Education (CTE) pathways are expected to prepare for a professional career by strengthening both Hard Skills and Soft Skills. The daily employability grade essentially reflects how well a student masters the expected skills of a professional employee and/or leader.

The 12 California Standards for Career Ready Practice are:

**Standard 1: ACADEMIC KNOWLEDGE**

Apply appropriate technical skills and academic knowledge.

**Standard 2: COMMUNICATION**

Communicate clearly, effectively, and with reason.

**Standard 3: PLANS & GOALS**

Develop an education and career plan aligned with personal goals.

**Standard 4: TECHNOLOGY**

Apply technology to enhance productivity.

**Standard 5: CRITICAL THINKING**

Utilize critical thinking to make sense of problems and persevere in solving them.

**Standard 6: HEALTH & FINANCE**

Practice personal health and understand financial literacy.

**Standard 7: RESPONSIBILITY**

Act as a responsible citizen in the workplace and the community.

**Standard 8: INTEGRITY**

Model integrity, ethical leadership, and effective management.

**Standard 9: TEAMWORK**

Work productively in teams while integrating cultural and global competence.

**Standard 10: CREATIVITY**

Demonstrate creativity and innovation.

**Standard 11: RESEARCH**

Employ valid and reliable research strategies.

**Standard 12: SOCIAL IMPACT**

Understand the environmental, social, and economic impacts of decisions.

The list of possibilities that may affect a student's employability grade is extensive. The following is a short list of common reasons for receiving a daily employability grade less than an A.

- Tardy to class (automatic C)
- Being disrespectful to another student or teacher
- Not working on assignments or projects
- Not turning in assignments or projects on time
- Completing less than minimum expectations on assignments or projects
- Lying / Deceit / Cheating
- Sleeping / Putting head down and closing eyes
- Excessively (unnecessary) long bathroom breaks
- Missing class due to school suspension (automatic F)
- Unexcused absence (automatic F)

**FINAL MARKS BY PERCENTAGE**

<b>A+</b> 96.50 - 100%	<b>A</b> 92.50 - 96.49%	<b>A-</b> 89.50 - 92.49%
<b>B+</b> 86.50 - 89.49%	<b>B</b> 82.50 - 86.49%	<b>B-</b> 79.50 - 82.49%
<b>C+</b> 76.50 - 79.49%	<b>C</b> 72.50 - 76.49%	<b>C-</b> 66.57 - 72.49%
<b>D+</b> 66.55 - 66.56%	<b>D</b> 66.53 - 66.54%	<b>D-</b> 66.51 - 66.52%
	<b>F</b> 0 - 66.50%	

**Work Rules**

**ASSIGNMENTS (including Projects) SUBMITTED IN THE INCORRECT FORMAT** will not be graded and will be considered late if not corrected within 48 hours of notification.

**LATE WORK** will be accepted up to two weeks before the end of the semester. 10% will be deducted from earned points per every 2 weeks (up to 2 weeks late = MINUS 10%, up to 4 weeks late = MINUS 20%, up to 6 weeks late = MINUS 30%, etc...).

**LATE WORK WITH AN EXCUSED ABSENCE** will not incur a 10% deduction from points as long as Student completes the assignment within **5 days** of returning to class.

**MISSING WORK MARKED AS DONE** (with no work attached) will be returned and marked as "missing." Parents will be notified after seeing this 2 or more times and everytime thereafter.

**CELLPHONES & EARBUDS/HEADPHONES** may not be in use during class under any circumstances unless directed to use for educational purposes. (Parents may contact students by calling the main office at (916) 338-6420 and asking to be transferred to their student's classroom.)

Cell Phone violations will result in:

FIRST TWO VIOLATIONS - Parent/Guardian emailed, Referral sent to Admin, Phone picked up and taken to office. The student may pick up their phone at the end of the day.

THIRD VIOLATION AND BEYOND - Parent/Guardian emailed, Referral sent to Admin, Phone picked up and taken to office. Parent/Guardian must pick up their Student's phone.

## Expectations

<b>Student Expectations:</b>	<b>Teacher Expectations:</b>	<b>Rules of Respect:</b>
<ol style="list-style-type: none"> <li>1. Arrive On Time</li> <li>2. Cell Phones Away</li> <li>3. No Computer Games</li> <li>4. Focus on Tasks</li> <li>5. Don't Plagiarize</li> <li>6. Complete Work</li> <li>7. Be Respectful</li> </ol>	<ol style="list-style-type: none"> <li>1. Explain Thoroughly</li> <li>2. Be Understanding</li> <li>3. Be Prepared</li> <li>4. Help Succeed</li> <li>5. Be Patient</li> <li>6. Grade on Time</li> <li>7. Be Respectful</li> </ol>	<ol style="list-style-type: none"> <li>1. Be Polite</li> <li>2. Be Honest</li> <li>3. Be Positive</li> <li>4. Listen to Others</li> <li>5. Give Space</li> <li>6. Control Volume</li> <li>7. Please/Thanks/Sorry</li> </ol>

Failure to follow expectations:

- First infraction will result in a warning.
- Repeat infraction will be followed by parent/guardian contact.
- Continued infractions will be handled by administration.