

e-Card Animation Investigate

Name: _____

Date: _____

Before you create your own Flash animation e-card, you need to **investigate** what makes a great animation.

Research

Look at 5 or more different e-card animations to discover what makes a successful animation. You may use any website that is appropriate for school to search for e-cards. Complete the **Animation Research** sheet to record your notes about these animations. Your notes must focus on why the animation is an example of good animation techniques, rather than the actual content of the animation (for example: do not include comments like: "It's funny" or "It's about tennis and I like tennis"). We will use this sheet to determine the criteria for an excellent animation.

Earn extra points: Look at more than 5 e-cards. Include excellent details when completing the Animation Research sheet.

IT Standard 1.2: Demonstrate a sound understanding of basic operations and concepts of technology systems.

IT Standard 5.1: Demonstrate competence in the use of technology research tools.

Brainstorm

Use **Inspiration** to make a **mind map** of your ideas for your own e-card. For example: What will your e-card be about? Who will receive your e-card? What kinds of shapes, objects, or drawings would you like to include? What will your text say? What animations will you need? What extras would you like to include (like reshaping objects or adding backgrounds)?

Make sure your mind map is **clear, well-organized, detailed and thorough**. Use grouping and formatting techniques to make your mind map clear and easily understandable. The more detailed your mind-map is, the better.

Earn extra points: Use advanced formatting and grouping features to make your mind map exceptionally clear to the viewer.

IT Standard 3.1: Demonstrate use of technology tools to enhance learning, increase productivity, and promote creativity.

Practice

Experiment with **Flash** to see how the software works. Complete the Flash Tutorial worksheets to learn the basics. Then, **demonstrate** your understanding by completely filling in the Flash worksheets.

Earn extra points: Include extra notes, in addition to the worksheets.

IT Standard 3.1: Demonstrate use of technology tools to enhance learning, increase productivity, and promote creativity.

IT Standard 4.2: Demonstrate competence in the use of technology communication tools.

Reflect

Type a **reflection** describing what you have learned during this part of the project:

- How will you use what you have learned to make an excellent e-card?
- Which e-card from your brainstorm will you create? Describe your animation idea in detail and explain which criteria you plan to meet and why.

Earn extra points: Include lots of details that show your understanding of e-card design.

IT Standard 6.1: Demonstrate competence in the use of technology in problem-solving and decision-making.
