

Unit 20: Creating animation for the WWW using ICT (2010)

Student Name: _____

Teacher: _____

Date: _____

Assessment Objective	Pass	Merit	Distinction
AO1 <i>Review existing animations</i>	Candidates will review at least two different animations and list the good and not so good features of each animation. They will identify at least one feature from their reviews to use or avoid in their own animation.	Candidates will review at least two different animations and identify the purpose of each animation. Candidates will give a detailed explanation of the good and not so good features of each animation and suggest valid improvements for each animation. They will identify at least one feature from their reviews to use or avoid in their own animation. They will explain why they will use/avoid this feature in their own animation.	Candidates will review at least two different animations and identify the purpose of each animation. Candidates will give a thorough explanation of the good and not so good features of each animation, and suggest a range of valid improvements to help each animation meet its purposes. They will identify features from their reviews to use or avoid in their own animation. They will explain why they will use/avoid these features in their own animation.
AO1 NOTES	AO1: P M D		
AO2 <i>Design an animation</i>	Candidates describe the purpose of the animation. A storyboard covering the main elements for an animation of at least 15 seconds is provided.	Candidates describe the purpose and audience of the animation. A storyboard covering the main elements will be provided. This will include timings of the components for an animation of at least 15 seconds. The design will have a clear structure.	Candidates are thorough in their description of the purpose and audience for the animation. A storyboard covering all elements will be provided. This will include the key points and the timings of the components for an animation of at least 15 seconds. The design will cover all content, will be logical, well structured and could be followed by a third party.
AO2 NOTES	AO2: P M D		
AO3 <i>Create an animation</i>	The animation must be at least 15 seconds in length. The animation makes some use of: <ul style="list-style-type: none"> • basic graphic techniques • tweening or frame-by-frame.. Some elements may not work as intended. The animation must be appropriate to the purpose. The animation will be exported in a suitable file format and will work.	The animation must be at least 15 seconds in length. The animation makes good use of: <ul style="list-style-type: none"> • graphic techniques • frame rates • timings • tweening and/or frame-by-frame • looping of at least one individual element. Most elements work as intended. The animation must be appropriate to the purpose and audience. The animation will be exported in a suitable file format and will work..	The animation must be at least 15 seconds in length. The animation makes effective use of: <ul style="list-style-type: none"> • graphic techniques • importing and optimising objects • sound • frame rates • timings • tweening or frame-by-frame animation • looping of at least one individual element. All elements work as intended. The animation must be appropriate to the purpose and audience. The animation will be optimised and exported in a suitable file format and will work.
AO3 NOTES	AO3: P M D		
AO4 <i>Test the animation</i>	Candidates will create and use a test plan to test the main aspects of their animation. Some tests will be appropriate. They will identify at least one area for improvement.	Candidates will create and use a test plan to test all aspects of their animation. Most tests will be appropriate. They will identify areas for improvement and action some of them.	Candidates will create and use a test plan to test all aspects of their animation. The tests will cover all areas and components as well as the effectiveness of their animation. All tests will all be appropriate. They will identify areas for improvement and action most of them.
AO4 NOTES	AO4: P M D		

Overall grade awarded for this unit: **PASS** **MERIT** **DISTINCTION** (Circle ONE grade) **Signature:** _____