

Lesson
Surreal Dreaming Animation
Grade Level
7 th grade
Description
Students collaborate in pairs to create an animated dream-like surreal animated collage using Adobe Photoshop and Microsoft MovieMaker. Students will compare and contrast the concepts of dream-time or the subconscious in work created by Aborigines and the Surrealist movement with an emphasis on Salvador Dali and Frida Kahlo.
Outcomes
<p>Students will</p> <ul style="list-style-type: none"> • Describe, analyze, and create animations about dreams. • Work collaboratively and use Adobe Photoshop to create a digital piece that is animated. • Export Photoshop files to be used in MovieMaker (to add titles, music, and credits) • Discuss how time and place, as well as personal experience can influence art production. • Analyze and compare the work of various artists who use dreams as their subject. • Use materials in a safe and responsible way, saving work in various file formats. • Present and explain work to peers.
Timeline: Two Weeks

Day 1: JP- What do you know about animation?

- Divide into partners and sign out a computer that matches table number.
- Open Photoshop, find hallway image to work with on shared drive and save to personal drive.
- Use an image from the Campbell folder in the shared drive to practice animating.
- Demonstration of basic animation functions using the animation window in Photoshop.

Day 2: JP- What images can you recall from your dreams?

- Divide into partners and sign out a computer that matches table number.
- Discuss Aboriginal dream paintings, Dali and Khalo as well as surrealism.
- Create rubric for assignment.
- Begin working with partner to create dreamlike animation.

Day 3: JP- What is going to happen in your hallway?

- Divide into partners and sign out computers.
- Recap Photoshop animation.
- Find images and begin to paste into hall.
- Save images.

Day 4-6: JP- What question(s) do you have about this assignment? JP- What is the most interesting thing about your animation? JP- How are you being a good partner in your group?

- Divide into partners and sign out computers.
- Work on animations

Day 7: JP- What do you think of your animation so far?

- Divide into partners, sign out computers, and finish animations.
- Export as an AVI (movie) file.

Day 8: JP- What do you know about using MovieMaker?

- Demonstration of how to import files into MovieMaker.
- Demonstration of how to import WAV (music/audio) files.
- Demonstration of how to add narration.
- Demonstration of how to create title and credits.

Day 9-10: JP- What audio will you use in your animation? Why? JP- What is the title of your piece? Why?

- Work on finishing movies.
- Save movies as AVI files.
- Present movies and critique final pieces.

Assessment

Formative:

- Journal Prompts (JP)
- Creation of rubric as a class

Summative:

- Rubric (usually RBE, Collaboration, Surreal, at least 3 things Animated)

Notes for next time...

--

Standards/Benchmarks

Art	Core
ART.I.VA.M.1; ART.I.VA.M.2; ART.I.VA.M.3; ART.II.VA.M.2; ART.II.VA.M.3; ART.II.VA.M.4; ART.II.VA.M.5; ART.II.VA.M.6; ART.III.VA.M.2; ART.III.VA.M.3; ART.III.VA.M.4; ART.III.VA.M.5; ART.IV.VA.M.3; ART.V.VA.M.3; ART.V.VA.M.4	R.CM.07.01; R.IT.03.03; R.WS.07.07; L.CN.07.01; L.CN.07.02; L.RP.07.01; 7 – H1.2.6;