

**Portola Middle School and Highly Gifted Magnet
SYLLABUS**

Introduction to Interactive and Virtual Design Spring 2020

Dear Parent/Guardian:

It is my pleasure to have your son/daughter in my class this semester. My goal as a teacher is to provide your child with opportunities to achieve success both in my classroom and in the world outside the classroom. Following is a description of the course objectives, grading, classroom rules and policies.

The objectives of this course are: 1) To introduce students to the history and techniques of animation; 2) To provide the student with a working visual arts vocabulary; 3) To develop students' skills in a variety of contemporary animation forms; and 4) To align the course content with the content standards of the State of California Education Department.

Please contact me at school if you have any questions or concerns. I welcome your suggestions and involvement.

Sincerely,
Jonathan Mazur,
National Board Certified Teacher
jonathan.mazur@lausd.net
portolamedia.weebly.com
(818) 654-3300

Please read the entire document, "Parent Letter Introduction to Interactive and Virtual Spring 2020," on portolamedia.weebly.com, and complete and return this form to me by Tuesday, January 21, 2020. Your signature indicates that you have read, understood, and agree with the information in this package.



I have read, understood and agree with the course standards for Intro to Interactive and Virtual Design.

Student's Name

Signature

Parent's Name

Signature

Telephone Number _____

Date _____

INFORMATION SHEET

Attendance: Poor attendance and tardiness are the primary cause of failure in this course. Time missed is difficult to make up. Students with excused absences will receive an extra day for every absent day. **Note:** The student is responsible for making arrangements to complete assignments during, after school, or at home. Students with 10 or more combined unexcused absences and unexcused tardies for the semester will automatically receive an “Unsatisfactory” as their Cooperation grade.

Class requirements:

1. **Materials:** You must bring a pen, pencil and eraser to class every day, and you must acquire a binder or spiral notebook for class notes.
2. **Assignments:** A presentation will introduce each assignment. All assignments must be completed on time to receive full credit.
3. **Late Work:** Late work will be accepted for 1 week after the assigned due date. Work more than one week late will receive no credit. Late will be lowered at least one letter grade for each day late. Late work will not be accepted during the last week of the semester.
4. **Presentations:** Each major project will culminate in a student presentation. If you are absent without an excuse the day of your presentation, you will not be permitted to make it up.
5. **Class Participation:** Participation in discussions, volunteering to assist in setup and cleanup, peer tutoring and mentoring, attendance, and punctuality will contribute to your success.
6. **Extra Credit:** Students can earn extra credit by completing additional classwork and participating in content-related activities outside of class time such as museum and gallery visits. Extra Credit supplements, but does not replace assigned work, and will be accepted only after all assigned work has been completed.

Resources:

1. Extra help will be available Wednesdays during Lunch.
2. portolamedia.weebly.com is a web site created for student use with animation resources, downloadable homework assignments, tutorials, standards, rubrics, and criteria checklists.
3. Schoology lists all assignments with due dates and points, and current grade information.

Grading Scale:

90-100%=A

80-89%=B

70-79%=C

60-69%=D

0-59%=F

Percentages:

Class Assignments=70%

Participation=20%

Presentations=10%

Classroom rules:

1. Follow directions.
2. Work in your assigned seat from bell to bell.
3. Listen when someone talks to the class.
4. Do not disrupt the class or argue with the teacher.
5. Leave gum, food, drinks, make-up, and electronic games outside the classroom.

Consequences:

Consequences for violations of classroom rules will include detention, confiscation of personal electronics, loss of technology privileges, alternative class assignments, class suspension, and loss of Participation points. Students who do not comply with the classroom rules will receive an “Unsatisfactory” as their Cooperation grade. The teacher will request a meeting with the parents of students with behavior and work habits problems.

Rewards:

Rewards for consistently complying with classroom rules, demonstrating outstanding work habits, excellent attendance and punctuality, and contributing to a positive classroom environment will include independent technology time and independent study opportunities.

Accommodations: All students are valued members of the learning community and will be provided with equitable access to the curriculum. Additional support will be offered as required to students with special needs, as follows.

1. English Learners: SDAIE strategies, cooperative grouping, preferential seating, peer mentoring.
2. Special Education: Accommodations and modifications in accordance with IEPs, consultation/collaboration with Special Education teachers.
3. Gifted: Advanced/Modified curriculum, independent study opportunities.

MEDIA CONTENT GUIDELINES

In an effort to provide a safe learning experience that reflects well upon Portola Middle School, Highly Gifted Magnet, and AIAT, all media projects must meet the following content standards:

Projects may NOT include:

- ❑ Glorification of violent acts (this includes comedic violence)
- ❑ Firearms, explosives or pyrotechnic devices/situations (toys or the real thing)
- ❑ Glorification or promotion of drugs or drug use (including alcohol and tobacco)
- ❑ Negative character stereotypes based on race, religion, gender, sexual orientation, mental/physical disability, etc.
- ❑ Foul language
- ❑ Sexual language, situations or sounds
- ❑ Promotion or glorification of behavior deemed inappropriate in the LAUSD Parent-Student Handbook.

All projects must obtain written permission of those being photographed or filmed (see the “LAUSD Publicity Authorization and Release”).

Failure to abide by these rules will result in the loss of class credit for the project, a referral may be written, and the student may lose equipment privileges. If you are unsure about whether or not your project may violate any of these guidelines, please ask your teacher for clarification. A good rule is: **When in doubt, don't do it.**

TECHNOLOGY USE GUIDELINES

Every student will be assigned a computer and graphics tablet for the semester, and will have access to a variety of technology resources. Appropriate use of computers and related technology is required at all times. Students and teacher work together to promote a healthy, safe learning environment.

- **The Parent Letter must be signed by parent and student before student will be granted access to computers and technology resources.**
- Students are responsible for loss or damage of technology resources, and will replace or repair lost or damaged resources promptly.
- Students must work only on their assigned computer with their assigned technology resources.
- Computers, Internet and technology resources are to be used only for assigned class work during the instructional day.
- User names and passwords must not be shared with students in other classes.
- Desktop images and screensavers are not to be changed by students.
- Applications may not be downloaded without teacher permission.
- Students are responsible for keeping their technology resources and workspaces clean.
- Physical damage and malfunctions are to be reported to the teacher immediately.
- Students must comply with the LAUSD Responsible Use Policy at all times.

Violation of the Technology Use Guidelines may result in loss of technology privileges, alternative assignments, and/or class suspension. Students engaged in cyberbullying will be removed from the class and will forfeit access to New Media classes and Room 145 resources.

RUBRIC FOR CLASSWORK

Mr. Mazur

Students will be evaluated based on their participation in class activities, their understanding and application of the lesson, and their sketchbooks. All assignments will be graded on an A, B, C, D, and F (fail) grade rubric.

Grade	Criterion
A (90%-100%)	Student completes assignment clearly exhibiting superior understanding and application of elements and principles required to solve problem.
B (80%-89%)	Student completes assignment exhibiting good ability to utilize elements and principles required to solve problem.
C (70%-79%)	Student completes assignment exhibiting proficient ability to utilize elements and principles required to solve problem. Assignment exhibits several errors.
D (60%-69%)	Student completes assignment exhibiting poor ability to utilize elements and principles required to solve problem. Assignment exhibits a large number of errors.
F (Below 60%)	Assignment incomplete or missing, exhibits many errors.

RUBRIC FOR WORK HABITS AND COOPERATION GRADES

Mr. Mazur

COOPERATION GRADE

Grade	Criterion
E (Excellent)	<ul style="list-style-type: none">• In assigned seat at bell• Has all necessary materials• No food, drinks, electronics• Follows all directions
S (Satisfactory)	<ul style="list-style-type: none">• In assigned seat at bell• Borrows materials• No food, drinks, electronics• Follows directions most of the time
U (Unsatisfactory)	<ul style="list-style-type: none">• Not in assigned seat at bell• Does not bring necessary materials• Excessive talking/socializing• Brings food, drinks and/or electronics• Follows directions sometimes• Disruptive• Defiant, argues with teacher

WORK HABITS

Grade	Criterion
E (Excellent)	<ul style="list-style-type: none">• Completes all assignments• Work completed on time• Follows directions all the time• Maintains work space and materials at all times
S (Satisfactory)	<ul style="list-style-type: none">• Completes all assignments• 80% of work completed on time• Follows directions most of the time• Maintains work space and materials most of the time
U (Unsatisfactory)	<ul style="list-style-type: none">• Completes less than 100% of assignments• 2 or more class assignments late• Seldom follows directions• 3 or more unexcused tardies and absences per quarter• 10 or more unexcused tardies and absences per semester• Maintains work space and materials less than 80% of the time

Mr. Mazur

Spring 2020

Introduction to Interactive and Virtual Design

Benchmark Assignments

Your task this semester will be to create a diverse portfolio, using a variety of media and techniques. The portfolio must include 2 completed benchmark assignments.

The benchmark assignments must be your very best work. Each piece should take you approximately seven-nine weeks. The process will involve extensive planning, tutorials, research, and collaboration, and possible changes as the evaluation/critique process takes place.

The Benchmark Assignments	Start Date	Due Date
1. Animation Turnaround	January 14	March 4
2. Your Character in Motion	March 5	June 5

1. Animation Turnaround

Photoshop. Explore the techniques of professional animators. Learn how to apply the anatomy and proportions of the human body to the creation of an original animation character viewed from three different angles.

2. Your Character in Motion

Photoshop, Toon Boom Studio, Premiere Pro. Learn how to set your original animation character in motion through an environment of your design. Add titles, music, transitions, and visual effects to transform your animation into a short film.