

FRANKLIN-SIMPSON HIGH SCHOOL

Course Name: Game Design

Unit Name: ACE Adobe Certification - FLASH

Objectives:

Purpose of the Unit:

Planning and designing Flash applications

- Given a scenario, choose the appropriate type of image asset and explain when and why you would use that asset type. (Image asset types include: vector, bitmap, SVG)
- Draw rectangles, ovals, and lines
- Understand difference in drawing modes
- Modify shapes, colors, sizes
- Understand fill and Stroke settings
- Create and Edit Curves
- Apply Gradients and transparencies
- Group elements
- Create and edit text

Prerequisites:

Daily Lesson Guide

Day	Lesson Content and Objectives	Focus Questions	Critical Thinking (High Yield / Literacy /LTF/etc.)	Engagement	Assessment and/or Accommodations
1	Image asset types include: vector, bitmap, SVG	What types of image assets are available and when do I need to use them?	Venn Diagram Bitmap vs Vector	Bellringer - define Bitmap, vector Video: http://certiport.onlineexpert.com/ole_v6/training.php?op=2&courseid=919&sessionid=1000002096&sequence=2&hasPreTest=1&hasTraining=1&hasLabs=1&hasPostTest=1	View online
2	Draw rectangles, ovals, and lines Understand difference in drawing modes Modify shapes, colors, sizes	How do I create and edit symbols in flash?	Discussion – three drawing modes. Learning Log Icon – look like	Research – what are the different drawing modes in Flash? Read – understanding Stroke and fill. Pg 36 Start Lesson 2 Classroom in a book	Print Venn Diagram

			Differences- merge, object, primitive	Read - Flash drawing modes. 41	
3	Understand fill and stroke settings Create and Edit Curves using pen tools.	What are the fill and stroke settings used for? How do I create and edit curves in Flash?	Write three questions based on the differences of drawing modes for jeopardy.	Bellringer- create Flash circle with fill color blue/stroke red. http://certiport.onlineexpert.com/ole_v6/training.php?op=2&courseid=917&sessionid=1000002089&sequence=1&hasPreTest=1&hasTraining=1&hasLabs=1&hasPostTest=1	Grade lesson 2 activities online
4	Apply Gradients and transparencies Group elements	When are gradients and transparencies used in Flash?	Learning Log	Bellringer -define gradients, transparencies	
5	Create and edit text	How do I Create and edit text in Flash?	Complete the questions used within the jeopardy game.	Define- static, dynamic http://certiport.onlineexpert.com/ole_v6/training.php?op=2&courseid=917&sessionid=1000002089&sequence=1&hasPreTest=1&hasTraining=1&hasLabs=1&hasPostTest=1	Play jeopardy last 15 min.
6	UNIT Exam	UNIT Exam	UNIT Exam	UNIT Exam	UNIT Exam