

*Appendices***Appendix A-Initial Survey Exit Card**

Name _____

1. How would you rate your computer skills? Circle one of the following below:

- A. None-I never turn the computer on unless I have to
- B. Very Little-I use the computer mostly for typing homework
- C. Moderate-basic email, surfing, homework, shopping, downloading music, etc.
- D. Whoa! I am a computer genius; I have monitor burn on my face!

2. What computer activities do you spend the most time doing? Rate from 1-4, 1 being the lowest score:

- ___ Playing games
- ___ Visiting social websites (Twitter, Facebook, etc.)
- ___ Doing something creative (video editing, photo manipulation, animation, etc.)
- ___ Basic surfing, email, and homework

3. Do you have access to a computer outside of school?

- A. Yes, all or most of the time
- B. Sometimes, limited use (library, relatives, etc.)
- C. No, not at all

4. Check all that apply to you:

- ___ Can create website or blog
- ___ Make a computer game
- ___ Can operate a digital camera
- ___ Use a scanner and printer
- ___ Know how to create a video/slideshow of some sort
- ___ Have an email account
- ___ Uses some type of digital painting/graphics program

4. Do you have experience working on an Apple (Mac) computer?**5. What are you interested in learning about in this class?**

Appendix B: Sternberg Learning Styles Survey

Triarchic Theory of Intelligences - Robert Sternberg

Mark each sentence T if you like to do the activity

- 1. Analyzing characters when I'm reading or listening to a story _____
- 2. Designing new things _____
- 3. Taking things apart and fixing them _____
- 4. Comparing and contrasting points of view _____
- 5. Coming up with ideas _____
- 6. Learning through hands-on activities _____
- 7. Criticizing my own and other kids' work _____
- 8. Using my imagination _____
- 9. Putting into practice things I learned _____
- 10. Thinking clearly and analytically _____
- 11. Thinking of alternative solutions _____
- 12. Working with people in teams or groups _____
- 13. Solving logical problems _____
- 14. Noticing things others often ignore _____
- 15. Resolving conflicts _____
- 16. Evaluating my own and other's points of view _____
- 17. Thinking in pictures and images _____
- 18. Advising friends on their problems _____
- 19. Explaining difficult ideas or problems to others _____
- 20. Supposing things were different _____
- 21. Convincing someone to do something _____
- 22. Making inferences and deriving conclusions _____
- 23. Drawing _____
- 24. Learning by interacting with others _____
- 25. Sorting and classifying _____
- 26. Inventing new words, games, approaches _____
- 27. Applying my knowledge _____
- 28. Using graphic organizers or images to organize your thoughts _____
- 29. Composing _____
- 30. Adapting to new situations _____

Transfer your answers from the survey to the key. The column with the most "True" responses is your dominant intelligence.

Analytical	Creative	Practical
1. _____	2. _____	3. _____
4. _____	5. _____	6. _____
7. _____	8. _____	9. _____
10. _____	11. _____	12. _____
13. _____	14. _____	15. _____
16. _____	17. _____	18. _____
19. _____	20. _____	21. _____
22. _____	23. _____	24. _____
25. _____	26. _____	27. _____
28. _____	29. _____	30. _____
Total Number of True:		
Analytical _____	Creative _____	Practical _____

Appendix C-Exit Card 10/29/2010

How would you rate your effort/participation this week? (1 is the lowest 5 is the highest)

1 2 3 4 5

Progress of your animation in regards to the time limit given: (1 is the lowest 5 is the highest)

1 2 3 4 5

What are your next steps/goals for the project?

Appendix D- Exit Card 11/05/2010

How would you rate your effort/participation this week? (1 is the lowest 5 is the highest)

1 2 3 4 5

Progress of your animation in regards to the time limit given: (1 is the lowest 5 is the highest)

1 2 3 4 5

What specifically do you need help with or tools you need reviewed?

Appendix E-Exit Card 11/12/2010

On the paper below draw a cartoon head that represents how you feel about your project at this time. On the back of the paper describe why you feel this way.

Appendix F- Interview Exit Card 12/07/2010

Do you feel you challenged yourself in the last project? Describe how and why you did or did not.

What would you change going into the next assignment?

Appendix G- Exit Card 01/21/2011

Animate in Flash (3-5 seconds) how happy are you/motivated about your project?

Appendix H-Exit Card Reflection 02/28/2011-Student Designed Flash Project

Each of you has been given a reflection book and pencil. I would like you to answer the following questions below about our last assignment. You may address the questions in your own reflection book in any way you see fit. You might draw, write, doodle, etc. as long as you answer the questions in some fashion, and have fun!

I will be utilizing these books to aid my final data collection for the action research project that I have been conducting over the past six months. Also some of you did not sign the release forms for my project and as I am beginning to write about my journey with all of you I need to have signatures to use your quotes, projects, data, etc., it will make my project that much richer to have full participation from all of you. Thank you to everyone for your participation and willingness to work with me!

1. At the beginning of this project did you like or dislike that you were part of the design phase?
2. Did you feel you had control of your own final project, idea, and outcome?
3. More specifically did the final intended assignment you received involve your interests, skills and learning style (creative, practical, analytical)?
4. What was your biggest challenge? Why?
5. What are you most proud of in your final animation?
6. Overall how motivated were you throughout the process of creating your final animation?
7. How did this project compare to others you have done? Any similarities or differences?
8. Would you like to be able to help design more projects in the future?
9. Are you willing to share your final project outside of the class?
10. Final thoughts and or feelings?

Appendix I-Interview Exit Card 12/07/2010

Do you feel you challenged yourself in the last project? Describe how and why you did or did not.

What would you change going into the next assignment?

What would you consider to be a challenging project for you?

Describe a memorable assignment/project?

List all of the ideas you might have for the next assignment in Flash.

Appendix J-What Type of Cartoon Character Are You?

The following assignment will be based a continuation of developing a story, character and, incorporating elements that make up a great animation.

You will be developing your self/personality into a cartoon character. Follow the directions below and answer the following:

Think about what type of cartoon figure you would like to be. You may see yourself as a humanoid, super hero, robot, animal, plants, something from nature, etc. Think outside the box!

Once you have a solid idea from above you will be creating a final sketch of the cartoon figure.

Using sketch paper, colored pencils, markers, and or any other elements you want create the final character make up

Then answer the following questions about the character:

Why did you choose this type of character?

What are the characters personality traits?

Create a small story based around your character with a minimum of 2-3 paragraphs

Appendix K-Student {Prompts Following Cartoon Character Project Assignment 6: Story, Storyboarding, and Cartoon Characters

The next assignment will be based on creating your own animation, story, storyboard, and incorporating the self-character figure you developed in the last assignment. The project will provide you with three choices based on your learning style. Before I implement the final I would like to receive feedback/suggestions from each of you on the design of the final assignment. Here is a guideline so far:

Practical	Analytical	Creative
<p>The day in the life of my cartoon character-pick one situation from daily life and put your character in the situation. What will they do? How do they react to certain “real world” situations? Storyboard and create the final animation.</p>	<p>Develop a story in which your figure is showing someone how to do something-the process of creating a peanut butter and jelly sandwich, making a robot, how to solve a particular problem etc. Storyboard and create the final animation.</p>	<p>Refine the story from the previous assignment and storyboard a 30 second animation that you will later create.</p> <p>Create a new fictional story in which your cartoon character will be involved in, storyboard and execute the final animation.</p>

In the blank areas above provide your feedback for an assignment based on your learning style(s).

Appendix L-Student Learning Style Prompts and Brainstorming Ideas for Animation 2

Using each of the prompts below answer the prompts that correlate to your learning style. We will be creating the next Flash assignment based off of class feedback, interests, and individual learning styles.

Practical

Show how to animate....

Demonstrate your ability to create...

Based on your experience with animation...

Using your knowledge of Flash...

Consider the problem (your choice) and animate...

Analytical

In an animation explain why...

Show (animate) the parts of...

Identify and animate the key aspects...

Present/animate a step by step...

Diagram how...

Creative

Find a new way to recreate ...

Use comic relief to animate...

Take these animation materials to create...

Explain a new way to...

Connect with an animator...

Become a... (your choice) and animate...

Brainstorm and list all of the project ideas you may have for the next assignment on the back of this sheet

Appendix M- Prescriptive Lesson Example

Assignment: Designing Individualized Flash Animation-100 Points

Storyboard-10 Points

Progress Checks-30 Points

Final Animation-60 Points

Learning Style: Practical

Synopsis: I know that you missed some of the beginning classes but I feel you can get a good grip of the software if you focus on the assignment and follow along with the lectures. I have designed your project based off of the questions you answered. Below are two scenarios as we discussed that I feel you will be able to create comfortably with the skills you have yet also challenge yourself to increase your knowledge of the software.

Summary of Your Project:

Based on your experience with animation create a TV quiz show. This may be a story you tell about a character on a show or an animated question answer piece that the audience interacts with.

Using your knowledge of Flash create a historical pirate ship fight scene. You could create your own remake of an actual event that took place recently or in the past. You would not necessarily need to create characters but your two ships could act as the main characters and have their own personalities through the animation process.

Required Technical Aspects:

- **Storyboard:** Layout your final idea in a storyboard with timing, audio, camera angles, short descriptions, etc.
- **Meet with Ms. B for final storyboard approval before beginning your project**
- **Stage Size:** 720 x 480 Pixels
- **Frame Rate:** 30 Frames Per Second
- **Animation Length:** 20 Seconds
- **Required Elements to Utilize in Your Project:**
 - Scenes
 - Frame Animation
 - Tween Animation
 - Layers

Timeline:

Week 1: 01/07/2011: Project specs storyboards due

Week 2: Progress Check 01/14/2011

Week 3 (finals week): Progress check end of finals day 01/19/2011

Week 4: Progress Check 01/28/2011

Week 5: Final Presentations 02/04/2011

Appendix N-Project Feedback Exit Card 01/05/11

1. After reading your proposed Flash assignment what if any changes would you make to the assignment, length, subject matter, skill level, etc.

2. Draw a cartoon that represents your current motivational level for the next animation (on the back explain why you feel this way):