

Lesson Design

Date: _____

Grade: _____

Teacher: _____

Competencies to be taught (include bullet):

8459 – Digital Visualization

3) Demonstrate teamwork skills

39) Create an image

40) Edit an image using image editing software

43) Analyze the principles of design

57) Create an animated product for the purpose of informing

59) Create an animated product for the purpose of persuading

Bloom's Taxonomy Levels: Knowledge Recall, Synthesis, Application, Evaluation

Essential questions to develop thinking:

- 1) How will you decide to coordinate assignments for your team?
- 2) What tools will help you plan your products?
- 3) How will you tell if your product is effective?

Resources needed:

- 1) Video Game Design Software Design Guide
- 2) Pivot software
- 3) PowerPoint software

Minutes	Lesson Plan Component
	Making connections (activating prior knowledge): Bellwork: <ol style="list-style-type: none">1. Explain the difference between active and static animation2. Explain what a hyperlink does
	Engaging the learner: <ol style="list-style-type: none">1. Students will complete the Chapter 1-4 cumulative projects in teams of 4. Students will be responsible for: <ol style="list-style-type: none">a) Creating a PowerPoint cutsceneb) Creating an active animation using Pivotc) Creating a PowerPoint based maze2. Final products will be posted to SDHS webpage
	Assessment (what the student learned today): <ol style="list-style-type: none">1) Projects will be scored on attached rubric2) Cumulative test at end of Chapter 4

Homework: No homework

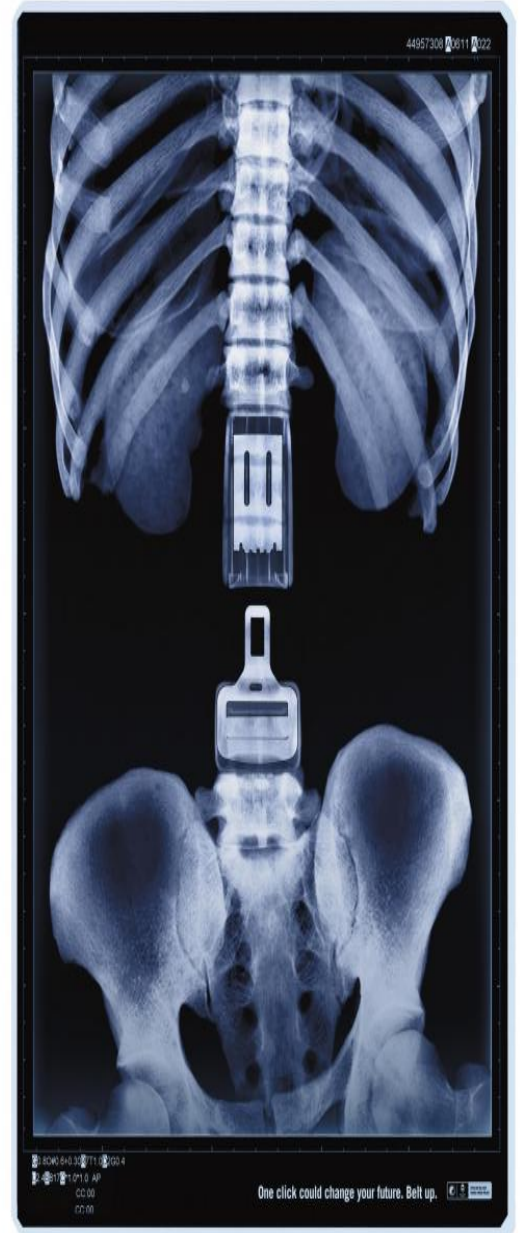
Notes to self:

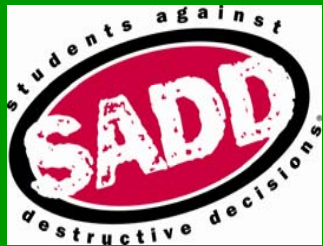


CLICK IT
OR TICKET.
START



Click The Start
Square to
Begin

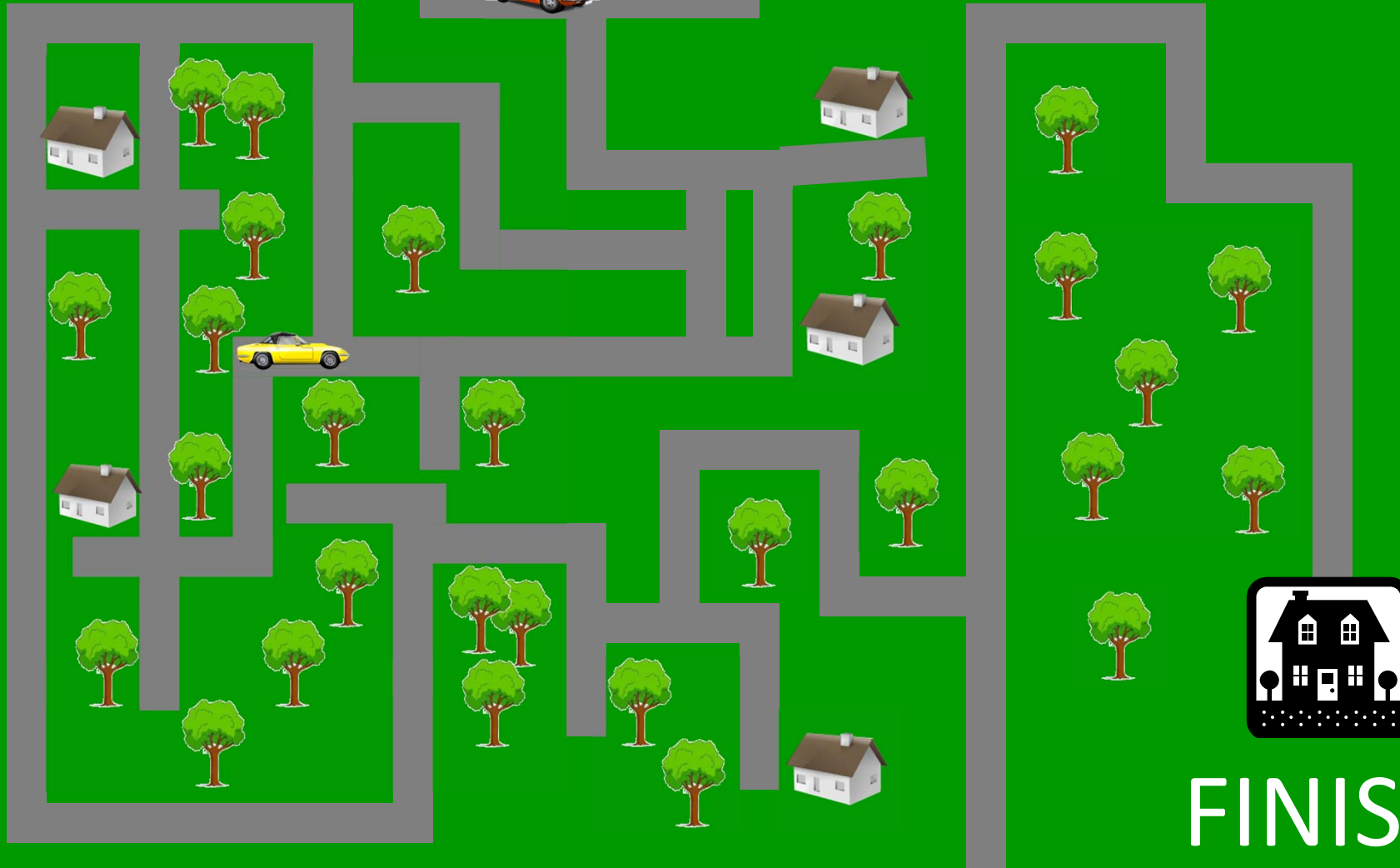




Buckle up!!!!

STAY OUT OF THE GRASS!!

START



FINISH

NEXT

QUIT

You're a safe driver!

RESTART

Be sure to
always
wear your
seat belt





Buckle up!!!!

STAY OUT OF THE GRASS!!

START



FINISH

NEXT

QUIT

You're a safe driver!

RESTART

Always
wear
your
seatbelt





Buckle up!!!!

STAY OUT OF THE GRASS!!

START



FINISH

NEXT

QUIT

You're a safe driver!

RESTART

Always
wear
your
seatbelt



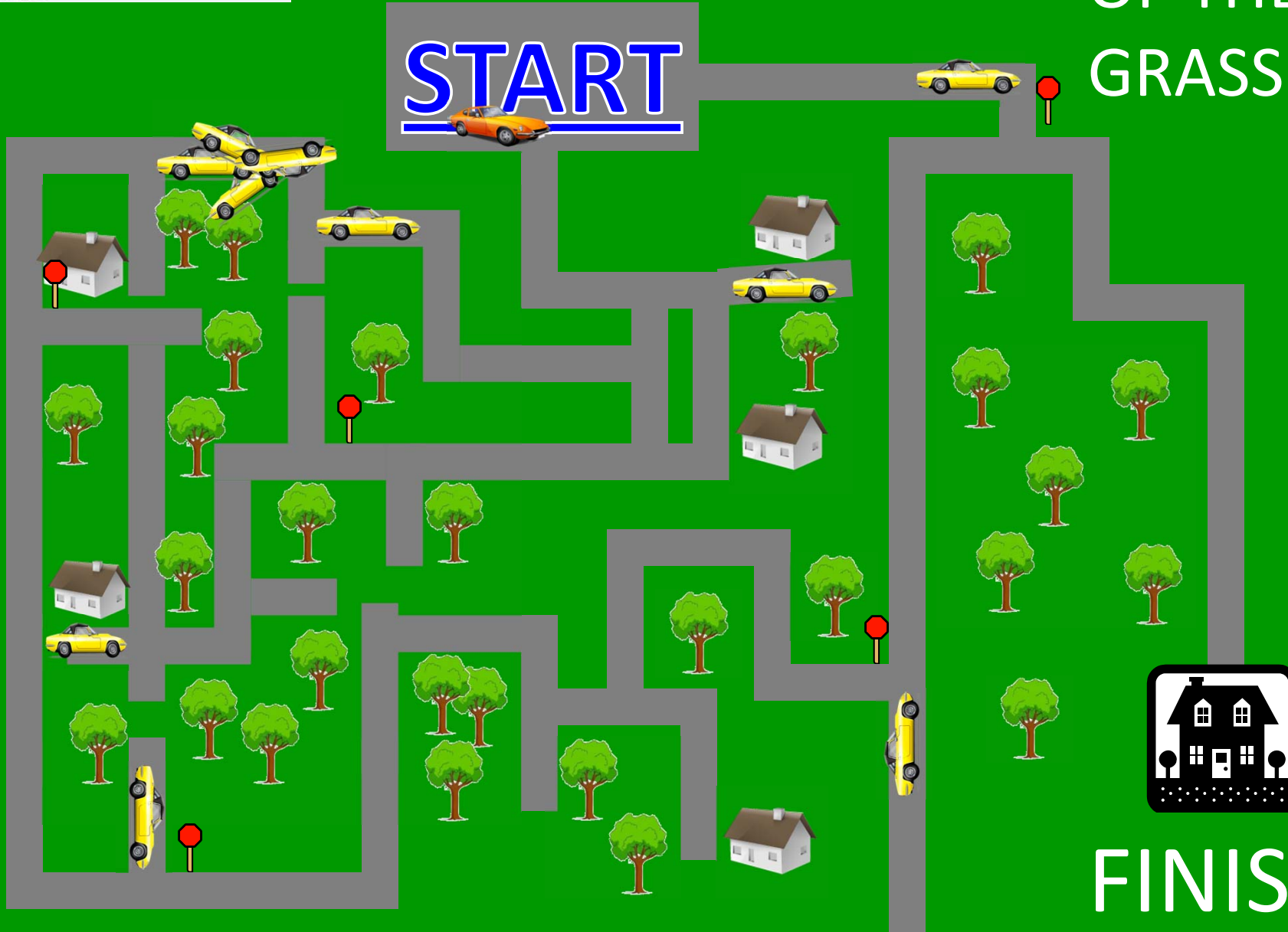


Students Against
Destructive Decisions

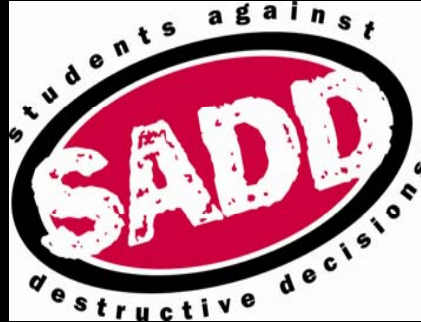
Buckle up!!!!

STAY OUT OF THE GRASS!!

START



FINISH



YOU ARE A GREAT DRIVER!!!!



You Wrecked!!!

Click below to restart or quit

RESTART

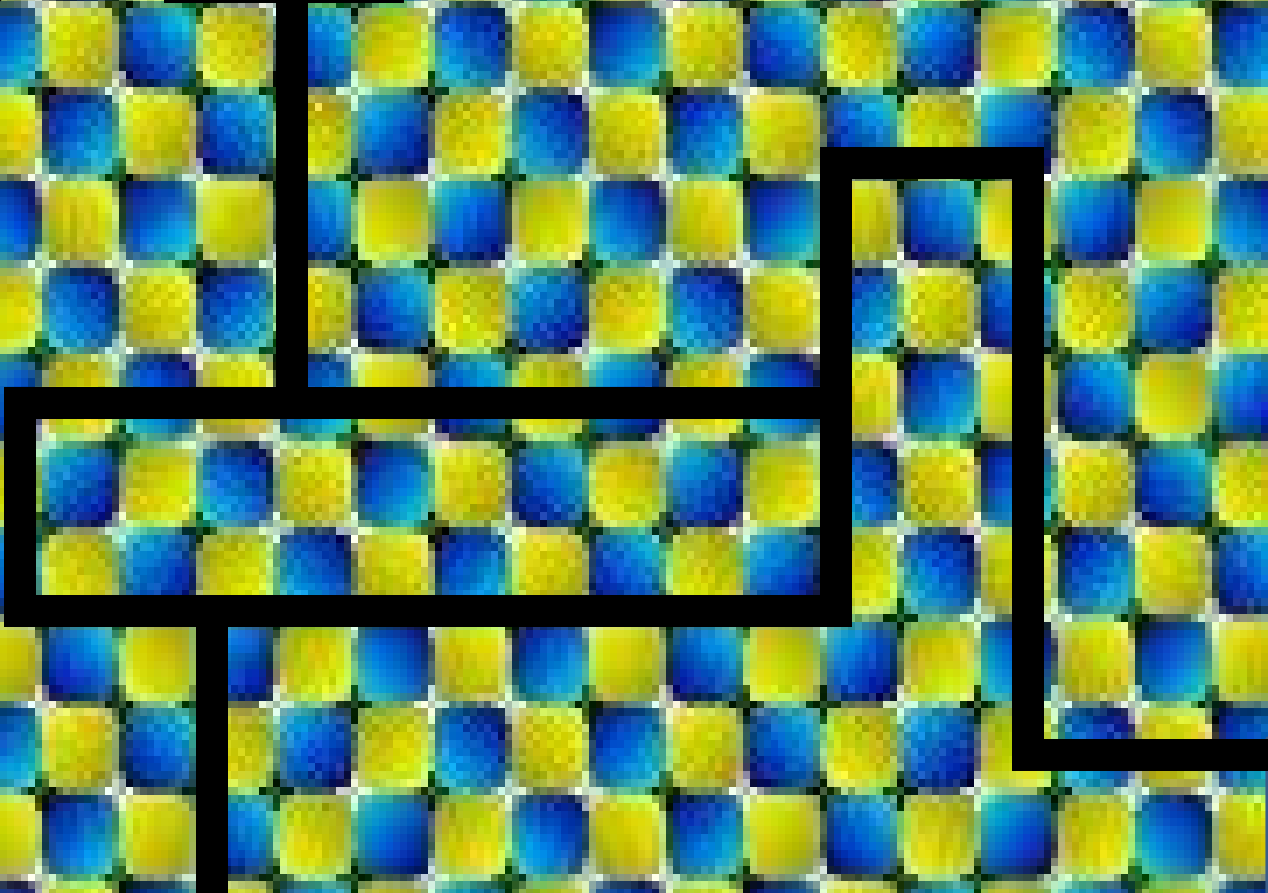
QUIT

Be sure to
wear your
seatbelt!!

BAM!!!



Start



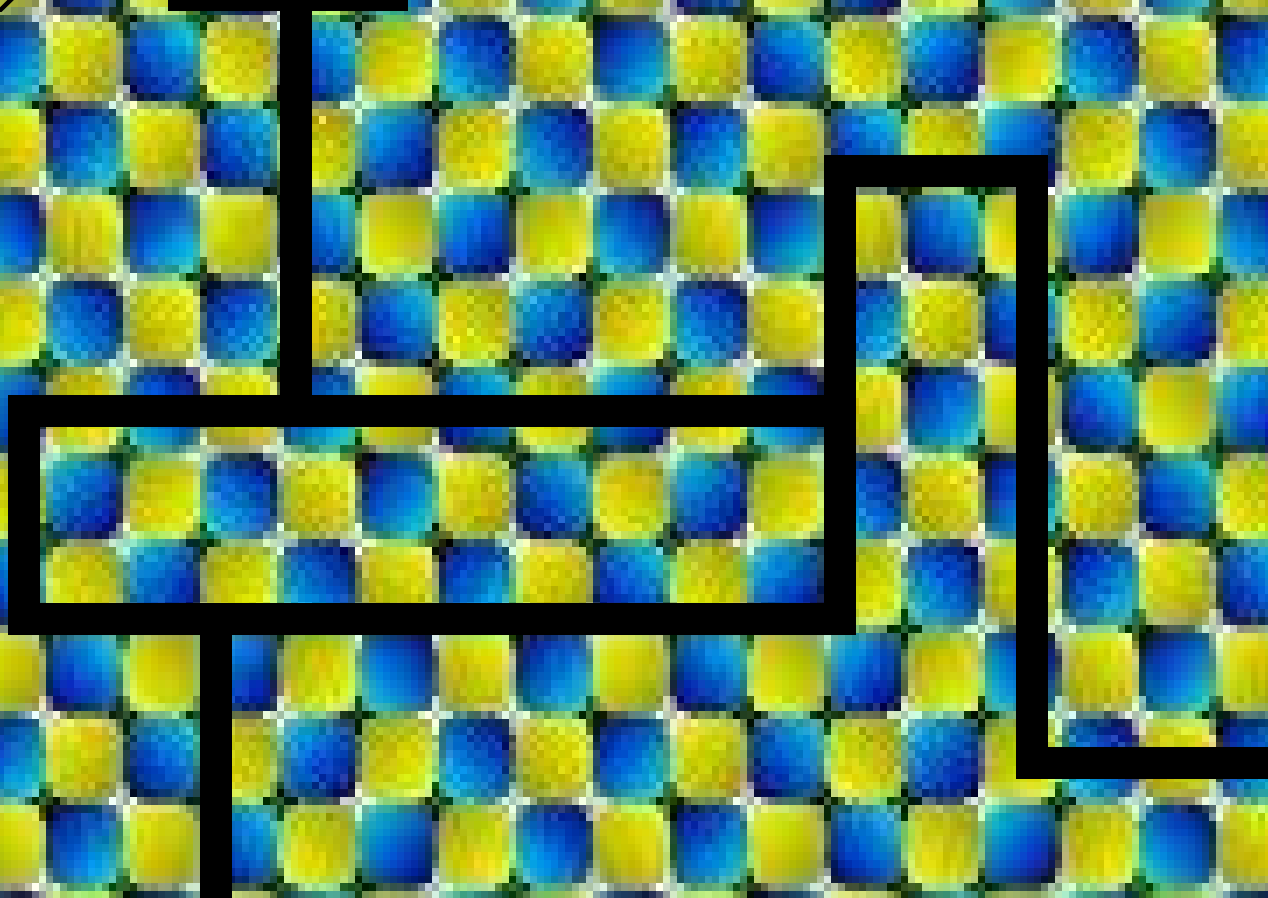
KEEP CALM AND STAY SOBER



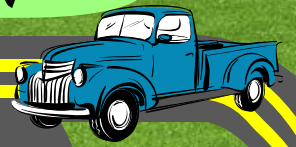
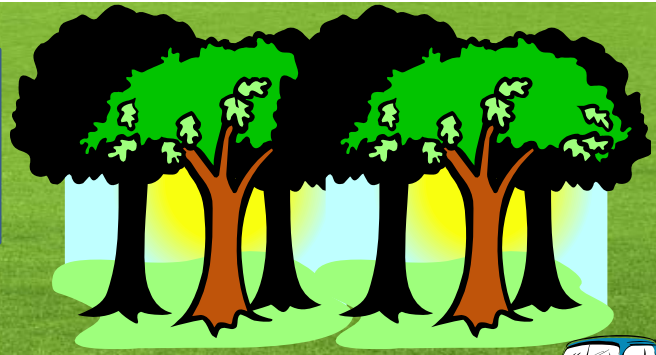


Click Start and Help the man find the best decision

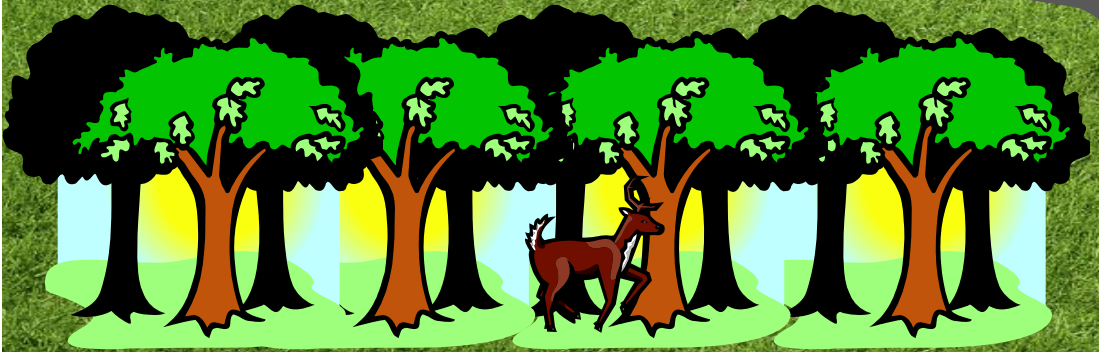
Start



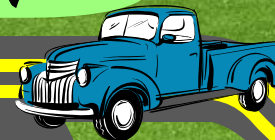
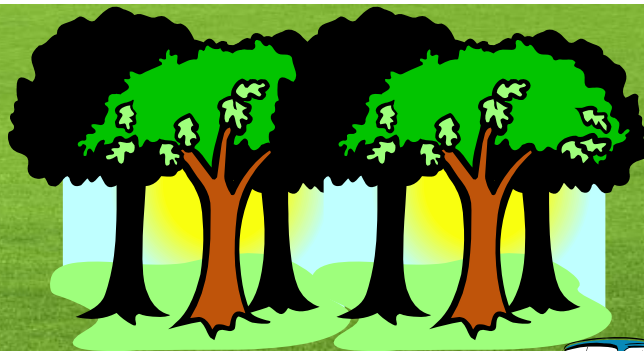
Start



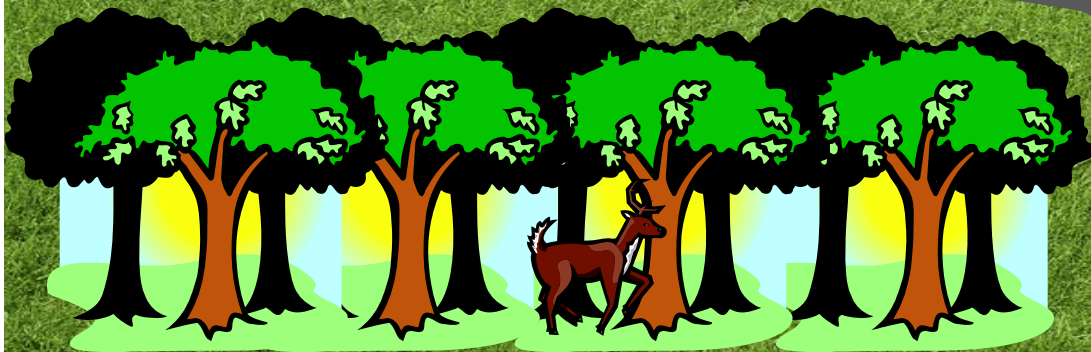
DEAD
END



Start



DEAD
END

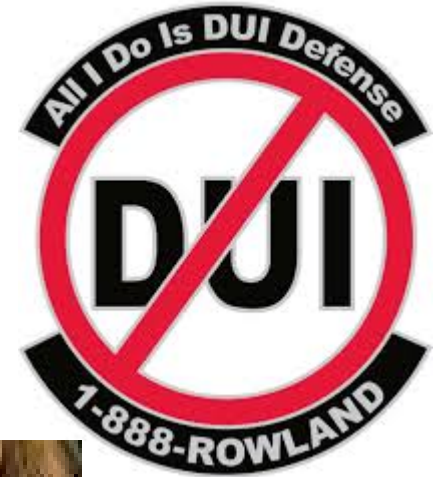
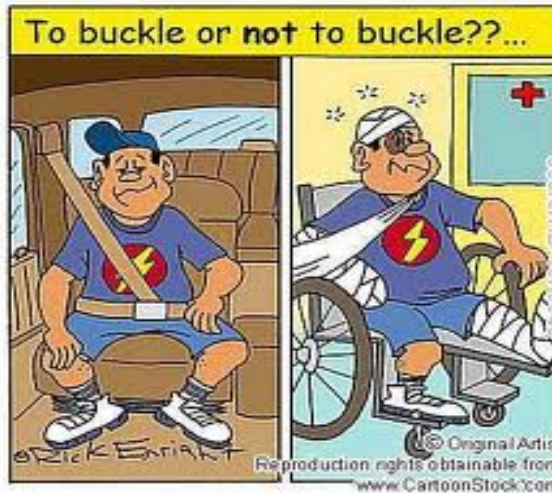




Restart

Quit





You're a winner

restart



quit

START

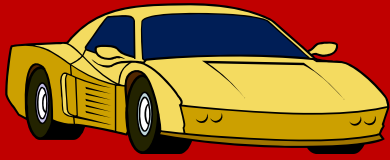


Finish

START



Finish

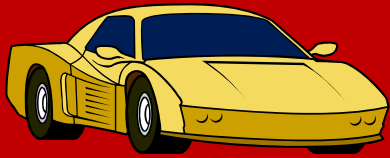


START

Click the START button to begin. Make it to the house without hitting the obstacles or getting caught by the cops. Buckle up, and drive safe!!!! Good luck.



FINISH



START



FINISH

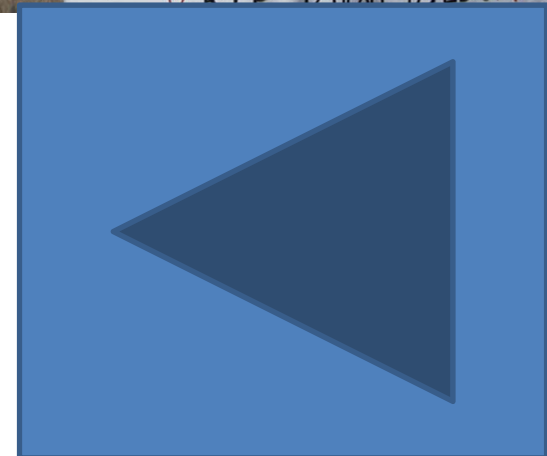
Click watch the video, then move on by clicking the blue box.



© Ken Schram



PLEASE TRY AGAIN



WINNER

ONLY

ONLY

Try Again

Quit

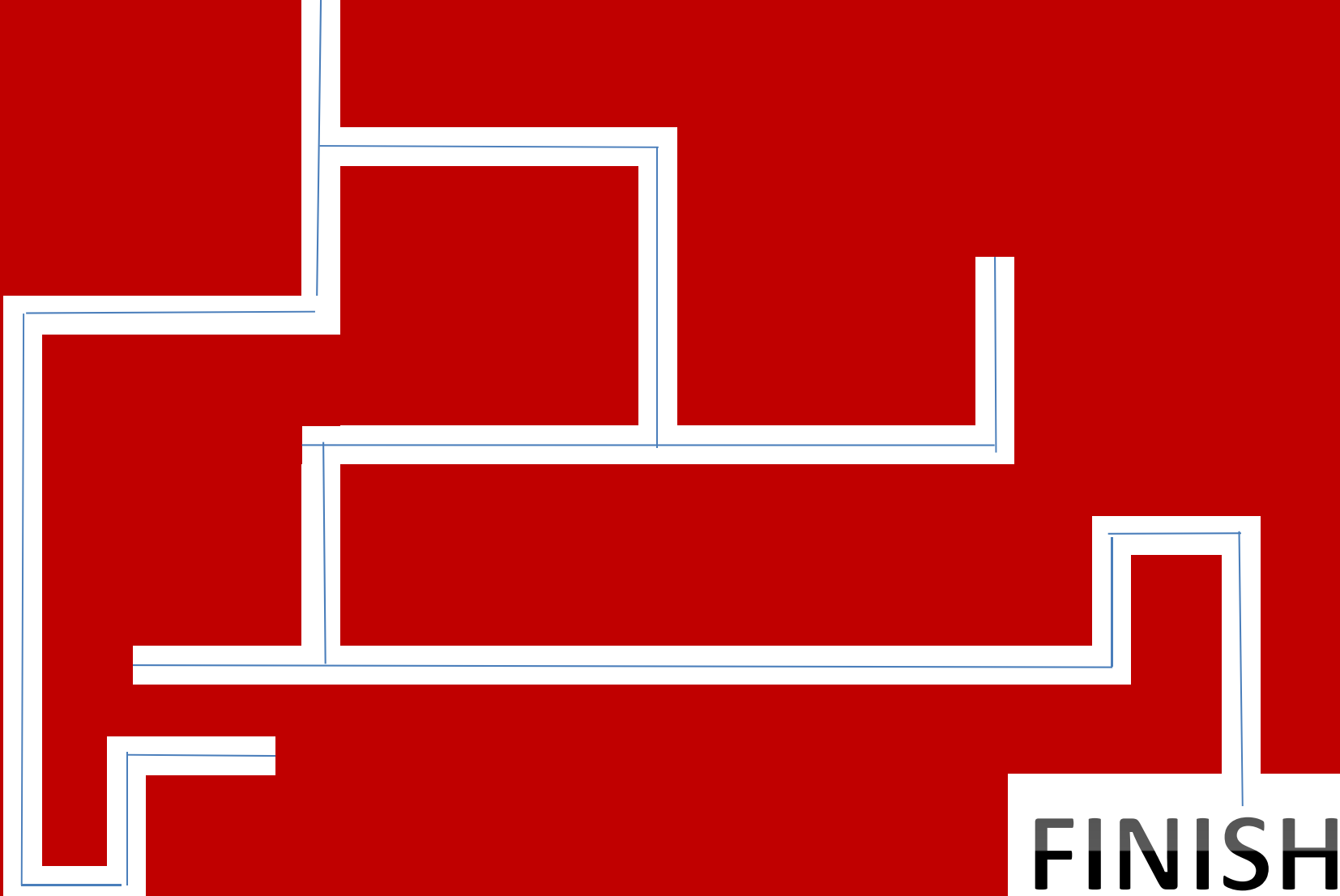


WINNER

- **Try Again**

- **Quit**

START



FINISH

Start



Finish

Start



Finish

Restart

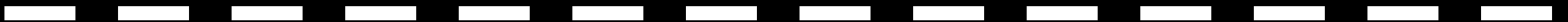
Quit

You put on your seatbelt
and made it home safely



restart

quit



Digital Visualization Safe Driving Lesson Plan

Seat Belt Animation Challenge

Created by Ben Ham
Stuarts Draft High School, Stuarts Draft, VA

SEAT BELT ANIMATION CHALLENGE

DIGITAL VISUALIZATION

Purpose: By completing this challenge you will apply all skills learned in Chapters 1-4 of Video Game Design. You will also work in teams and assign roles to best emphasize “division of labor.”

Details: Your team will design animations and interactive media to reinforce the importance of seatbelts. Your team is responsible for the following:

- 1) A “Jeopardy” PowerPoint with trivia on seatbelt usage and related statistics
- 2) A PowerPoint based maze with appropriate cutscenes
- 3) A Pivot based animation reinforcing seatbelt usage.

First, assign your roles.

_____ : Project manager – responsible for keeping final deadline on track and assuring all team members are on schedule (you will create a Gantt Chart)

_____ : Narrative writer – responsible for the Pivot story and cutscene stories. (you will create a storyboard for Pivot)

_____ : Lead artist – responsible for the collection of images and audio used in cutscenes, quiz show, maze, and active animation (you will submit a portfolio of images used)

_____ : Quality assurance tester – responsible for the overall quality of the project (you will submit a written report of each test performed, including a description of each bug that needed to be fixed and when & where you found it)

JEOPARDY: Your interactive quiz show will be a 4 x 4 grid of seatbelt based trivia. I would suggest you visit because these websites will give you good ideas to use in your Jeopardy slides:

- a) <http://www.yovaso.org/resources/teen-driving-data>
- b) http://www.noys.org/seat_belt_statistics.aspx

Jeopardy Division of Labor:

_____ will be responsible for the 1st category named _____

_____ will be responsible for the 2nd category named _____

_____ will be responsible for the 3rd category named _____

_____ will be responsible for the 4th category named _____

MAZE: Your maze will consist of 4 slides. The first slide will be a relatively easy maze with wide lines. The second slide will be a bit more difficult slide with narrower lines and obstacles. These two slides should emulate a driver going along a road. There should be two paths to the slide; a “safe driver” path and an “unsafe driver” path. The third slide will be a “loser” cutscene illustrating the downsides of crashing without using a seatbelt. The fourth slide will be a “winner” cutscene illustrating a safe arrival with proper usage of seatbelts.

Maze Division of Labor:

_____ will be responsible for the 1st “easy” maze slide and the start slide

_____ will be responsible for the 2nd “harder” maze slide

_____ will be responsible for the 3rd “loser” undesirable cutscene

_____ will be responsible for the 4th “winner” desirable cutscene

ACTIVE ANIMATION: Your animation will consist of 4 parts. The first scene will be a pre-driving scene to set the mood. The second scene will be a driving scene. The third scene will be a crash scene without the use of seatbelts. The fourth scene will be a consequence scene (perhaps funeral, etc) showing the effects of improper seatbelt usage.

Active Animation Division of Labor:

_____ will be responsible for the 1st pre-driving scene

_____ will be responsible for the 2nd driving scene

_____ will be responsible for the 3rd crash scene

_____ will be responsible for the 4th consequences scene

HELPFUL HINT!!! Since we cannot compile scenes separately, I would recommend you have the first person above start this project with Pivot. Then he/she will save their work to a thumbdrive and “pass the baton”. DO NOT wait until the end to begin this portion of the project, as it will be an inefficient use of your time.

DISCLAIMER: I do NOT want to see any blood in your cutscenes or active animations. You can find proper ways to convey your message without going overboard on gore.

Grading:

• The unique assignment of your role	15%
• Jeopardy quiz show	25%
• Maze and cutscenes	30%
• Active animation	30%
TOTAL:	100%

This project is due ONE WEEK from today. PLAN YOUR TIME WISELY!

*Lesson plan created by Ben Ham
Stuarts Draft High School
Stuarts Draft, VA*