

CTE Course Description and Standards Crosswalk

- The information on page 1 must be entered directly into the EED CTE Web Portal (log in at <https://www.eed.state.ak.us/tls/cte/perkins> with your district credentials)
- Then this entire form can be submitted by using the “Click here Provide Supporting Documentation” link on the Web Portal, or by emailing it to ctegrants@alaska.gov.

Basic CTE Course Information

Course Information	
Course Name	Computer Animation 2
Course Number	BB895
Number of High School Credits	.5
Sequence or CTEPS (You must first have the Sequence or CTEPS name put into the system.)	Arts, Audio/Video Technology & Communications Arts, A/V Technology & Communications (CTEPS) Information Technology, Business, A/V Comm
Occupational Standards	
Source of Occupational Standards	Adobe
Names/Numbers of Occupational Standards	Adobe Flash – Rich Media Communication
Registration Information	
Course Description (brief paragraph – as shown in your student handbook or course list)	Computer Animation 2 takes FLASH® to the next level. Action Script is one of the most widely used programming languages for web-based gaming today. You don't need to be an expert in 2D programming. This uniquely designed curriculum gives students the chance to further develop their FLASH skills by learning the basis of 2D programming. When they're done – every student will have made a web game that can be posted on any site for friends, family, and students to play. Through a certification process, students will be learning: Action Script Basics, Targets and Levels, Concatenating Strings, FOR Loops, Functions and Structure, Mouse Listeners, Collision, and Loading Sounds Dynamically.
Instructional Topic Headings (please separate each heading by a semi-colon)	Design Process, Basic Programming concepts and functions, Basic elements designed web game
Summative Assessments and Standards	
Technical Skills Assessment	N
Course addresses Alaska GLEs	Y
Course addresses Employability Standards	Y
Course addresses Cultural Standards	Y
Course addresses All Aspects of Industry (AAI)	Y
Career & Technical Student Organization (CTSO)	
CTSO associated with this course	BPA
Tech Prep	

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Current Tech Prep Articulation Agreement? (Y/N)	N
Date of Current Agreement	
Postsecondary Institution Name	
Postsecondary Course Name	
Postsecondary Course Number	
# of Postsecondary Credits	

Additional CTE Course Information

Author	
Course developed by	KPBSD
Course adapted from	Previous Version
Date of last course revision	Nov. 2010
Course Delivery Model	
Is the course brokered through another institution or agency? (Y/N)	No
Certificate, Credential, or License	
Industry-recognized skill certificate, credential, or state license that a student is eligible for upon successful completion of the course?	Adobe Flash-Rich Media Communications
Issuing body/organization/agency	Adobe

Standards Alignment

Student Performance Standards (Learner Outcomes or Knowledge & Skill Statements)	Specific Occupational Skills Standards	Alaska Reading, Writing, Math, & Science Standards	Alaska Employability Standards	Alaska Cultural Standards	All Aspects of Industry	Formative Assessment
1. Apply the design process to real world problems	ISS 8 NET-S 2	R4.2 W4.2				Lab
2. Understand and demonstrate basic programming concepts and functions	ISS 8 NET-S 4	R4.2				Lab Assignment
3. Explain and demonstrate how to create a story for a web game	MBEA 17	R4.2 W4.2				Observation
4. Understand and demonstrate how to use Action Script programming		R4.2				Presentation
5. Explain the basic elements of a well-designed web game program	NET-S 5 NBEAB12B 14	R4.2				Demonstrate

Instructional Resources

List the major instructional resources used for this course: (websites, textbooks, essential equipment, reference materials, supplies)

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