

# COMPUTER ANIMATION AND GAMING STANDARD OUTLINE

STANDARDS	FLASH LESSONS	BOUNCING BALL	WALKING CYCLE	INTRO TO CONSTRUCT	CONSTRUCT	PLATFORM
Standard 1: Digital Animation Software	X	X	X			
Standard 2: Trends		X			X	
Standard 3: Character Design		X	X	X	X	X
Standard 4: Game Design				X		X
Standard 5: Digital Gaming Software				X	X	X