DIGITAL GAME DEVELOPMENT & ANIMATION			
9th Grade	**10th Grade**	**11th Grade**	**12th Grade**
❏ English 9 or higher ❏ Algebra I or higher ❏ Biology ❏ Health (.5 credit) ❏ Tools (.5 credit) ❏ Physical Education I ❏ Electives (2)* ❏ *Drawing*	❏ English 10 or higher ❏ Geometry or higher ❏ Chemistry, ❏ World History or higher ❏ Physical Education II ❏ Electives (1)* ❏ *Animation I* ❏ *Digital Game Development I*	❏ English 11 or higher ❏ Algebra II or higher ❏ Physics, or higher ❏ US History or higher ❏ Elective (2)* ❏ *Animation II* ❏ *Digital Game Development II*	❏ English 12 or higher ❏ Algebra II or higher ❏ Physics or AP Biology ❏ US Government or higher ❏ *Animation III* ❏ *Animation III Lab* ❏ *Digital Game Development III* ❏ *Digital Game Development III Lab*

*Suggested Electives: Art, Business and Marketing, Business Software Apps, Robotics, and Spanish

Industry Certifications	Student Organizations	Related Careers	Post-Secondary Options
● Autodesk Certified Associate: Maya / 3ds Max ***Students will be prepared to sit for these exams following successful completion of the program.**	SkillsUSA	● Animation Editor ● Art Director ● Illustrators ● Multimedia Artists & Animators ● Special Effects Technicians ● Storyboard Creator ● Video Game Developers	● CSN ● Great Basin College ● Nevada State College ● Truckee Meadows Community College ● UNLV ● UNR ● Western Nevada College

CTE College Credit is free and is awarded to students who:

1. Complete the CTE course sequence with a grade-point average of 3.0 or higher;
2. Pass the state end-of-program technical assessment for the program;
3. Pass the Workplace Readiness Assessment for employability skills: and
4. Apply to the school granting credit and request the credit be posted to a transcript. School counselors are available to assist students with this process.

Students who qualify for the college credit do not need to attend the credit granting school to receive the credit. Please see the appendix or visit http://www.doe.nv.gov/CTE/ for further information.

DIGITAL GAME DEVELOPMENT & ANIMATION

GRAPHIC DESIGN I	This one-year course is designed to provide students with the skills and knowledge needed to create a variety of commercial art products. Students gain an understanding of the creative process, with an emphasis on the design principles, layout, and the creation and manipulation of graphics. Instructional practices incorporate integration of diversity awareness including appreciation of all cultures and their important contributions to society. The appropriate use of technology is an integral part of this course. This course fulfills either the one-half required computer credit and one-half elective credit or one of the elective credits required for high school graduation. **See the Appendix for the Instructional Fee List.**	**Grades: 9 Prerequisite:Graphic Design, 3D, and Photo Majors Only Credits: 1**
ANIMATION I	This one-year course provides students with the basic principles of traditional and digital animation. Animation, storyboarding, character creation, and storytelling through animation are the focus of this course. Project-based learning provides students with career-based animation skills. Instructional practice incorporates integration of diversity awareness including appreciation of all cultures and their important contributions to our society. The appropriate use of technology is an integral part of this course. This course fulfills one of the elective credits required for high school graduation. **See the Appendix for the Instructional Fee List.**	**Grades: 10 Prerequisite: Successful Completion of Graphic Design Credits: 1**
DIGITAL GAME DEVELOPMENT I	This one-year course is designed to introduce students to the elements and structure of game design and development. The areas of major emphasis are game methodology, game genres, game theory, interactive experiences, and immersive environments. Project-based learning, collaboration, and portfolio development are essential elements of this class. Instructional practices incorporate integration of diversity awareness including appreciation of all cultures and their important contributions to our society. The appropriate use of technology is an integral part of this course. This course fulfills one of the elective credits required for high school graduation. **See the Appendix for the Instructional Fee List.**	**Grades:10 Prerequisite: Successful Completion of Graphic Design I Credits: 1**
ANIMATION II	This one-year course provides students with the principles of traditional two-dimensional cell and computer animation, as well as, 3-D animation and graphics. Project-based learning, collaboration, and portfolio development are essential elements of this class. Instructional practices incorporate integration of diversity awareness including appreciation of all cultures and their important contributions to our society. Appropriate use of technology is an integral part of this course. This course fulfills one of the elective credits required for high school graduation. **See the Appendix for the Instructional Fee List.**	**Grades: 11 Prerequisite: Successful completion of Animation I Credits: 1**
DIGITAL GAME DEVELOPMENT II	This one-year course is designed to allow students who have completed Digital Game Development I to advance their knowledge and skills in electronic game design and development. Areas of emphasis include development of a variety of genres and exploration of the potential for multi-player development. Project-based learning, collaboration, and project-management are essential elements of this course. Instructional practices incorporate integration of diversity awareness including appreciation of all cultures and their important contributions to society. The appropriate use of technology is an integral part of this course. This course fulfills one of the elective credits required for high school graduation. **See the Appendix for the Instructional Fee List.**	**Grades: 11 Prerequisite: Successful completion of Dig. Game Dev. I Credits: 1**

ANIMATION III	This one-year course provides students with continued experience with 3D animation. Students gain in-depth knowledge, skills, and practice creating content and media typical to the fields of electronic game creation, entertainment, architectural visualization, and advertising. Students are required to create a capstone project demonstrating skill and knowledge in animation. Instructional practices incorporate integration of diversity awareness including appreciation of all cultures and their important contributions to society.This course fulfills one of the elective credits required for high school graduation. **See the Appendix for the Instructional Fee List.**	**Grades: 12 Prerequisite: Successful completion of Animation II Credits: 1**
ANIMATION III LAB	This one-year course is designed to expand opportunities for applied learning for students who are concurrently enrolled in Animation III. This course provides an in-depth lab experience that applies the processes, concepts, and principles as described in the course goals. Project-based learning, collaboration, and portfolio development are essential elements. Instructional practices incorporate integration of diversity awareness including appreciation of all cultures and their important contributions to our society. This course fulfills one of the elective credits required for high school graduation. **See the Appendix for the Instructional Fee List.**	**Grades: 12 Prerequisite: Taken concurrently with Animation III Credits: 1**
DIGITAL GAME DEVELOPMENT III	This one-year course is designed to expand opportunities for applied learning for students who are concurrently enrolled in Digital Game Development II. This course provides an in- depth lab experience that applies the processes, concepts, and principles as described in the course goals. Project-based learning, collaboration, and portfolio development are essential elements. Instructional practices incorporate integration of diversity awareness including appreciation of all cultures and their important contributions to our society. This course fulfills one of the elective credits required for high school graduation. **See the Appendix for the Instructional Fee List.**	**Grades: 12 Prerequisite: Successful completion of Dig. Game Dev. II Credits: 1**
DIGITAL GAME DEVELOPMENT III LAB	This one-year course is designed to expand opportunities for applied learning for students who are concurrently enrolled in Digital Game Development III. This course provides an in-depth lab experience that applies the processes, concepts, and principles as described in the course goals. Project-based learning, collaboration, and portfolio development are essential elements. Instructional practices incorporate integration of diversity awareness including appreciation of all cultures and their important contributions to our society. This course fulfills one of the elective credits required for high school graduation. **See the Appendix for the Instructional Fee List.**	**Grades: 12 Prerequisite: Taken concurrently with Dig.Game Dev. III Credits: 1**