

DIGITAL ART CURRICULUM

TIER 1 - ANIMATION (LESSON 1 TO 6)

TIER 2 - GAME DESIGN (LESSON 7 TO 11)

1. Introduction to Digital Art Tools: 1/25
2. Vectors & Rasters: 2/8
3. Creating Characters with Shapes & Colors:
2/22
4. Animation in Scratch: 3/8
5. Backgrounds & Scene Design: 3/22
6. Interactive Stories: 4/5
7. Game Design Fundamentals: 4/19
8. Digital Sound & Music: 5/3
9. Collaborative Projects: 5/17
10. Refinement & Feedback: 5/31
11. Final Showcase Preparation: 6/14

