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ED 583: Final Project

Cartooning Course

Project Overview

Students in grades 3-6 will engage in Cartooning. Students will interact with a variety of activities involving animations, videos, and tutorials to achieve an understanding of the many aspects of cartooning. Students will also learn literary elements to create interesting and effective comic strips. As students work through this course, he/she will apply the knowledge they gain through each lesson. Ultimately, students will produce personal story items to share with friends and family through comic strip creations.

This interactive courseware will be possible through a webpage housing all the necessary content for students to be successful.

Audience

What is the appropriate grade level, etc. for your project?

The appropriate grade level for this project would benefit third through sixth grades. This courseware was designed specifically with them in mind. However, I do feel this would benefit anyone new to the topic. I also believe I have included interesting pieces that would interest most novice to intermediate leveled individuals.

Associated Websites/Files

The website that was used to create the Cartooning courseware was Weebly. All content and information is contained in the courseware. The website address is:

 https://cartooningcourse.weebly.com

Courseware

What is the value of your project as a piece of courseware? What makes it more valuable than traditional lecture-based pen-and-paper learning?

The value of this project is to provide a learning opportunity to develop skills in drawing through cartooning while being exposed to a variety of technologies. It also will encourage interest in the specific art form of cartooning motivating students to share their thoughts, ideas, and world in a positive way. This project fosters the possibility to

complete the courseware content at students' convenience. Students will be able to experience the course at their own pace.

Instructional Design and Needs Assessment

What need would your project fulfill in your school/district? What are the Learning Outcomes of your project? How do you assess them?

This project would fulfill the Visual Arts Curriculum at my school. The Visual Art Curriculum is steered and guided by the Pennsylvania Visual Arts State Standards and National Visual Arts Standards. The learning outcomes for this project would fulfill a number of Pennsylvania State Standard requirements.

Students will engage in reflection fostering the crucial part of the art-making processes and to observe how this process often affects the final artwork. Students will apply a variety of these processes by documenting ideas and observations through journals, sketchbooks, samples, models, and/or electronic files/portfolios. Students will engage in the Art-making processes to continually engage in planning, creating, and refining. Additionally, students will use the elements and principles of art as tools for artistic expression.

The following standards that apply are:
3rd Grade -9.1.3.A, 9.1.3.B, 9.1.3.C
4th Grade - 9.1.5.A, 9.1.5.B, 9.1.5.C, 9.1.5.D, 9.1.5.G, 9.1.5.H, 9.1.5.K
5th Grade -9.1.5.A, 9.1.5.B, 9.1.5.C, 9.1.5.G, 9.1.5.H
6th Grade -9.1.8.A, 9.1.8.B, 9.1.8.C, 9.1.8.E, 9.1.8.H

Designing for Online and Usability

How would your project work for a homebound student? What about a student with a disability? What have you done to make your project easy to use?

This project is intended for students to use during their free time or when they are at home. It provides the convenience and usability approach to a device connected to an internet provider.

There are a few accommodations for students with disabilities. For hearing impaired students, the text can be easily read or subtitles can be activated in the videos contained in the course. Students with difficulty reading, there are various tools suggested to help with understanding the content. However, these programs involve a financial investment.

The two suggested to help with student with reading difficulties are:
Natural Reader
https://www.naturalreaders.com/online/

Talk Back Reader

Project Management

Imagine your project was such a success that you have been granted funding to hire professionals to enhance and implement your courseware. What professionals would you hire and what tasks would you assign them? How much time do you think their work would take?

The kind of professionals that I would hire to enhance the implementation of my courseware would be beneficially productive. I would hire a cartooning artist to be responsible for the drawings that would be used throughout the course to best help students build skills and techniques in cartooning. I would also hire a courseware manager to oversee the entire development of the courseware from start to completion. A web designer would also be an effective addition to the development of the overall look and feel of the courseware. The web designer would be responsible for the placement of content that best utilizes the space and navigation of the courseware. I would also hire an experienced classroom educator to guide the inclusion of material and content to be included in the courseware.

Visual Design

What have you done to make your courseware visually appealing? If you had access to additional software, money, time, and professionals, how could you enhance the visual design of your courseware?

To make my courseware visually appealing I incorporated a simple, but clean layout to allow for ease of navigation. I've also used artwork completed in pencil to enhance the cartooning experience for students.

The access of additional resources would enhance the courseware design while improving the overall courseware experience. Additional resources would foster the development of more rigorous content while presenting more polished design elements to encourage in depth drawing skills and applications. Additional resources would also foster a more effective learning management system that are engaging to students with modules that contain more interactive animations, tutorials, and applicable assignments.