LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Earn a certification in Toon Boom Storyboard and/or Harmony.
3	Student will: Begin to work in Toon Boom Storyboard & Harmony. Write programs that use animation (Standard 79.19) Design screen layouts for use in interactive programs (Standard 70.07)
2	Student will: Define: Animation, interactive programs, and understand what each Toon Boom product does and the advantages/disadvantages of each. Understand screen layouts are designed through storyboards & paper prototyping.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work Scenario: You have been hired to work on the beginning of a game design product on design through storyboarding and animation. You get to choose the type of assets you want to animate and the design of the game you want to storyboard or you can use ideas from some of your favorite games.