



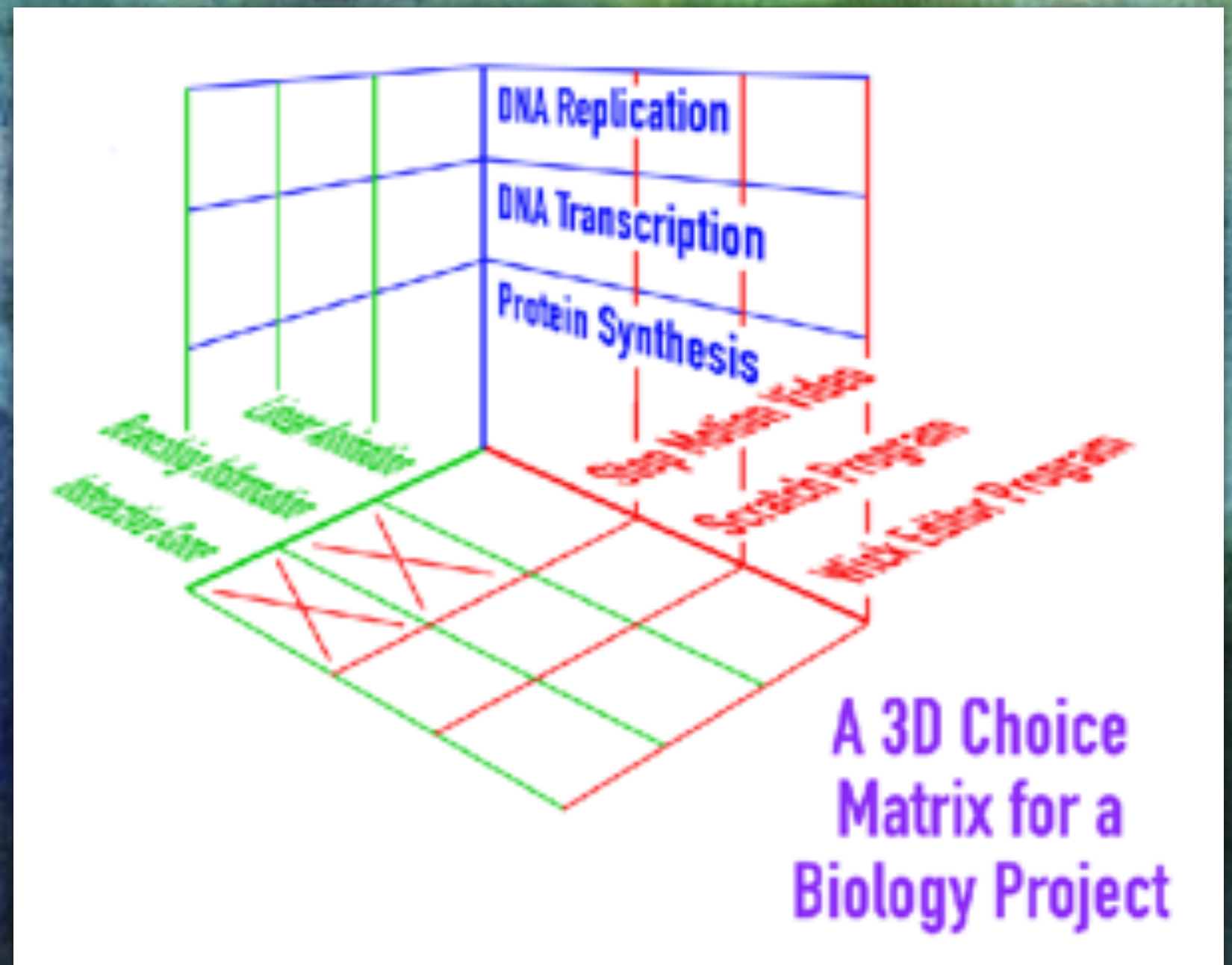
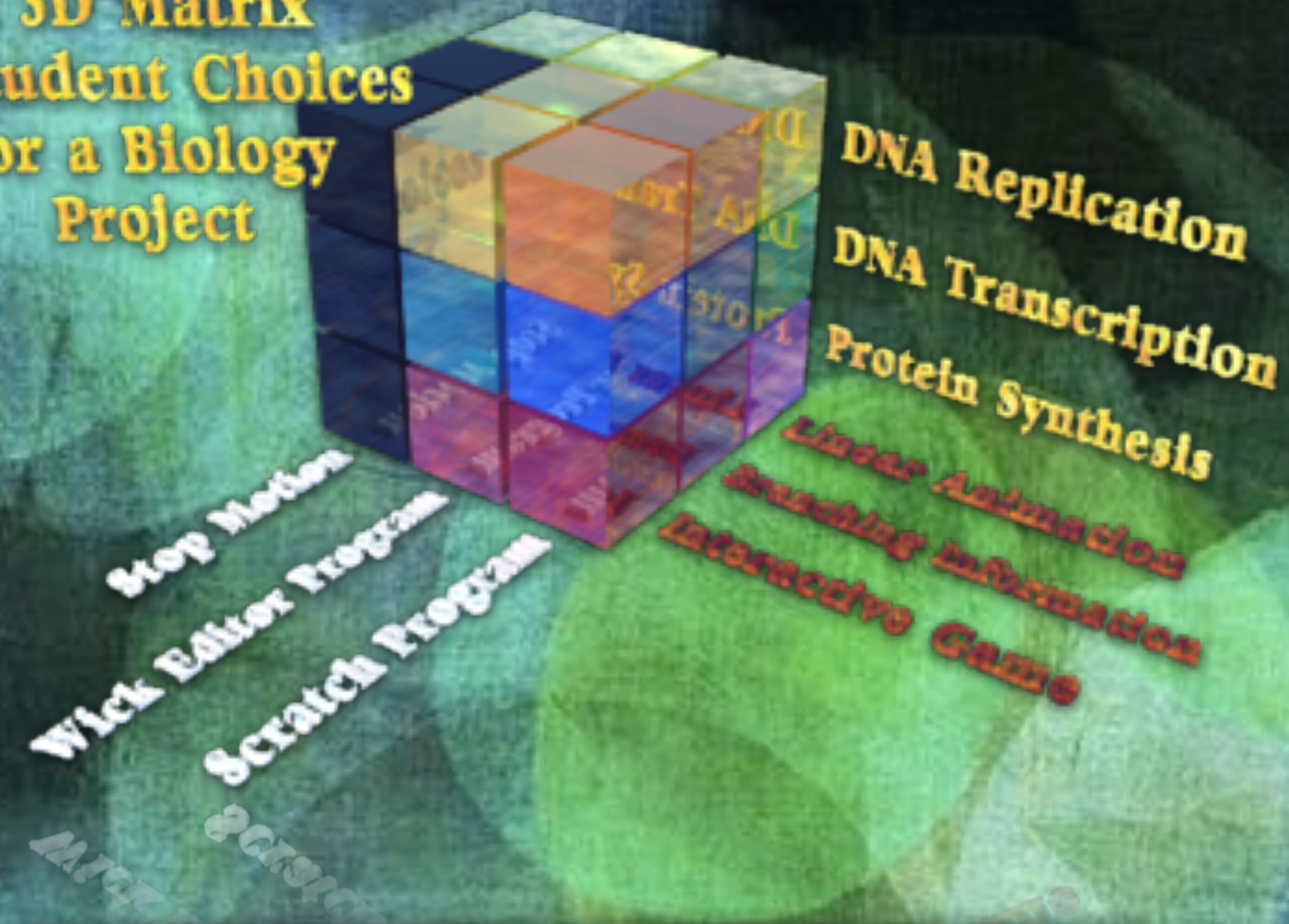
DNA ANIMATION PROJECT

February 9 - 15, 2023

THREE LEVELS OF CHOICE

- **Topic:** *DNA Replication*
DNA Transcription (with Translation)
Protein Synthesis
- **Type of Software:** *Video (Stop Motion)*
MIT Scratch
Wick Editor
- **Type of Project:** *Linear Animation*
Branching Information Program
Interactive Game or Quiz

A 3D Matrix
of Student Choices
for a Biology
Project



TIMELINE OF PROJECT

Day 1: Form teams, decide on topic, software, and project type. Research information and sketch out your animation.

Day 2: Create detailed storyboard and start making content files using Photopea, such as button states, or puppets and labels.

Day 3: Finish content files or puppets.

Day 4: Complete the filming process (for stop motion). Begin to import, assemble, and program your projects (Scratch, Wick Editor).



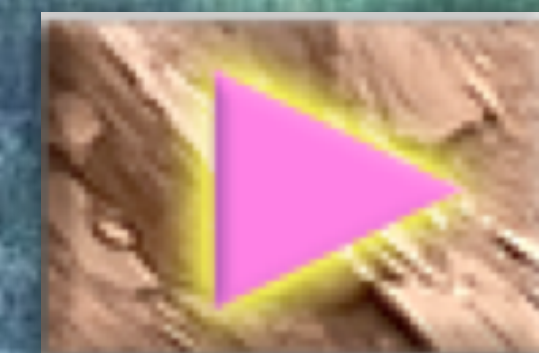
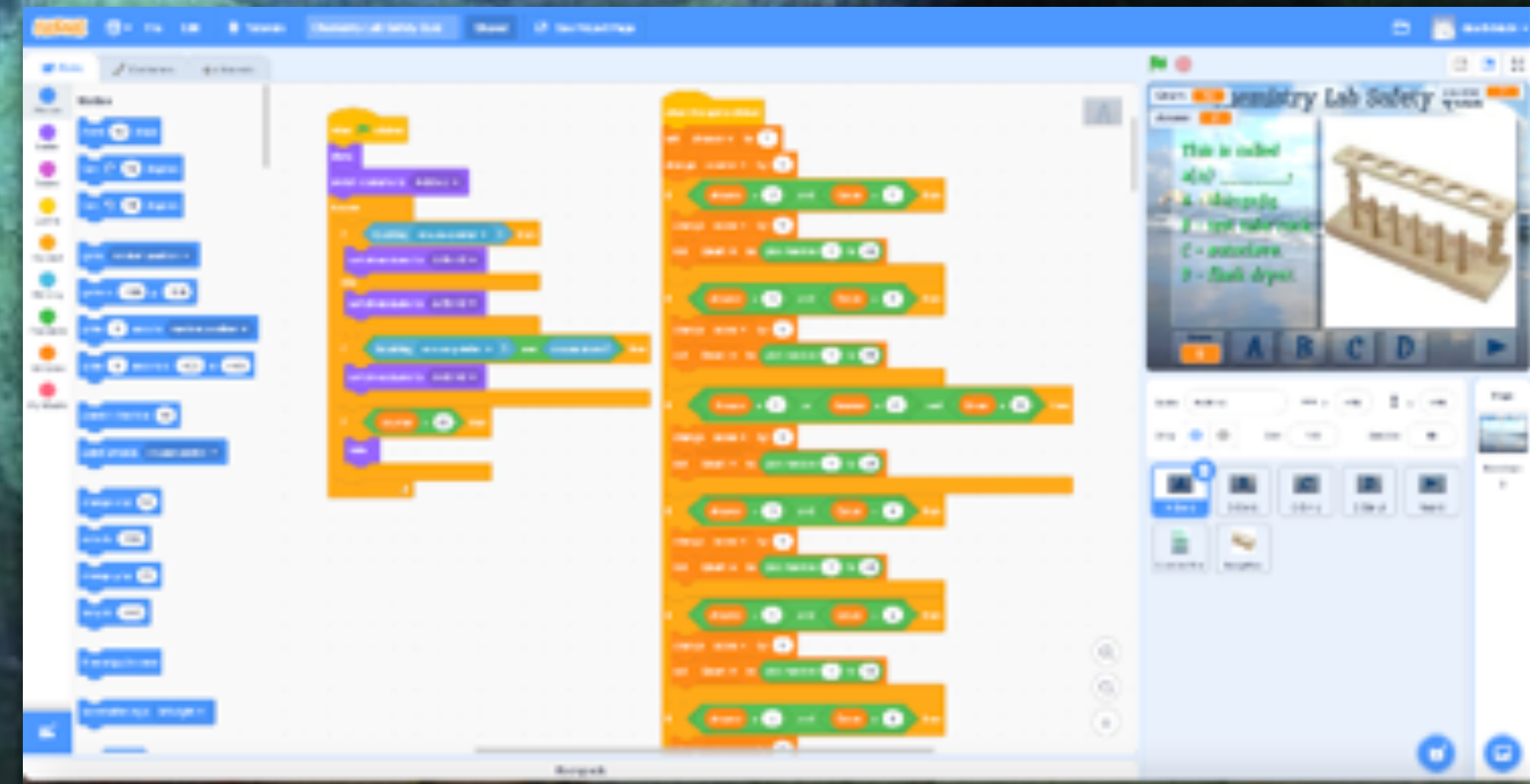
TIMELINE OF PROJECT

Day 5: Complete video editing or programming and do alpha test. Note problems.

Day 6: Fix bugs and retest. Get teacher feedback and do final revisions. Transmit file to teacher.

Day 7: Present project to other students and fill out critique Google form for other students.

Each day you will fill out a reflection form.



ONLINE VIDEOS

To learn how to use Scratch and Wick Editor, go to: <https://science-creativity.com> and click on the Software Training tab, then choose the software you want to learn. Follow along and practice while the video is playing, stopping when you need to and backing up if necessary.



Scratch Video 1:
Linear Animation



Wick Editor
Training Video 1:
Frame-by-Frame Animations and Tweens



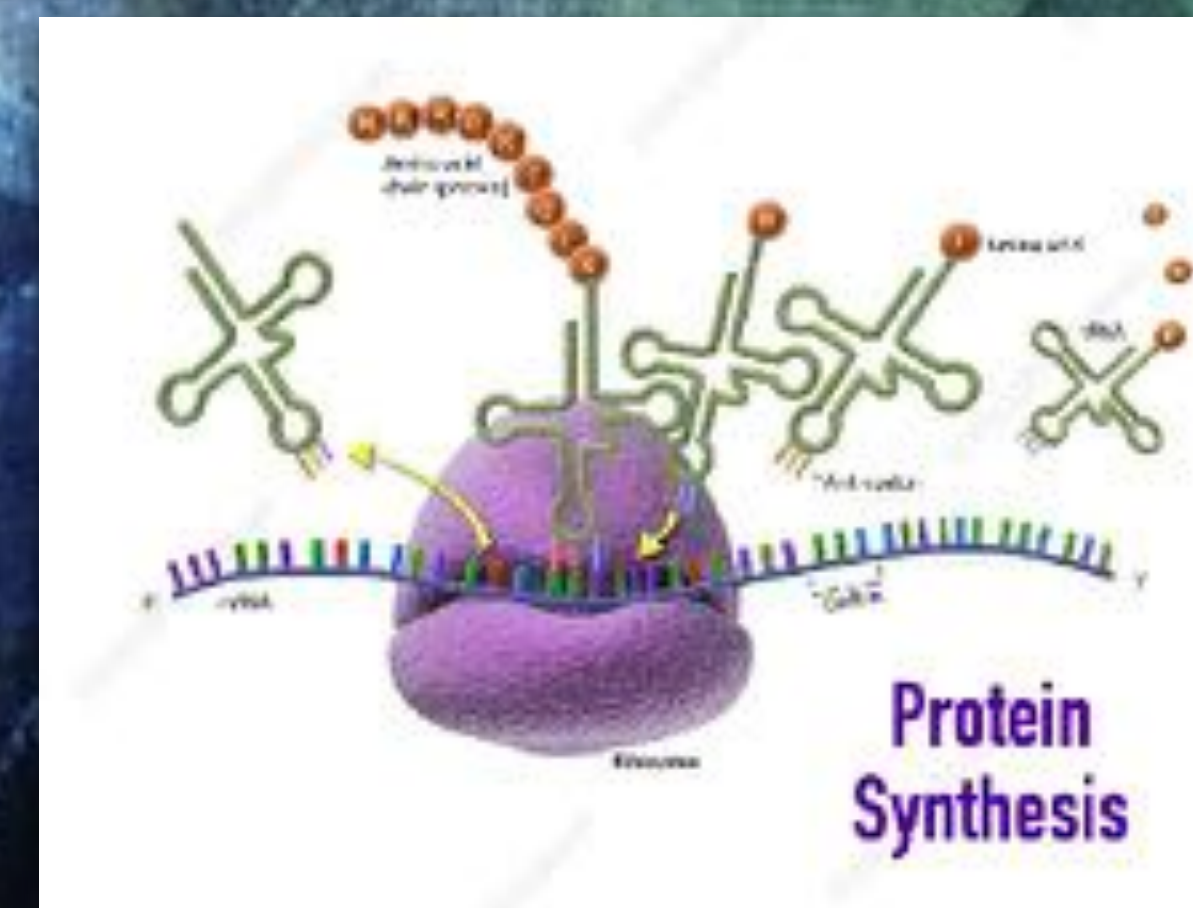
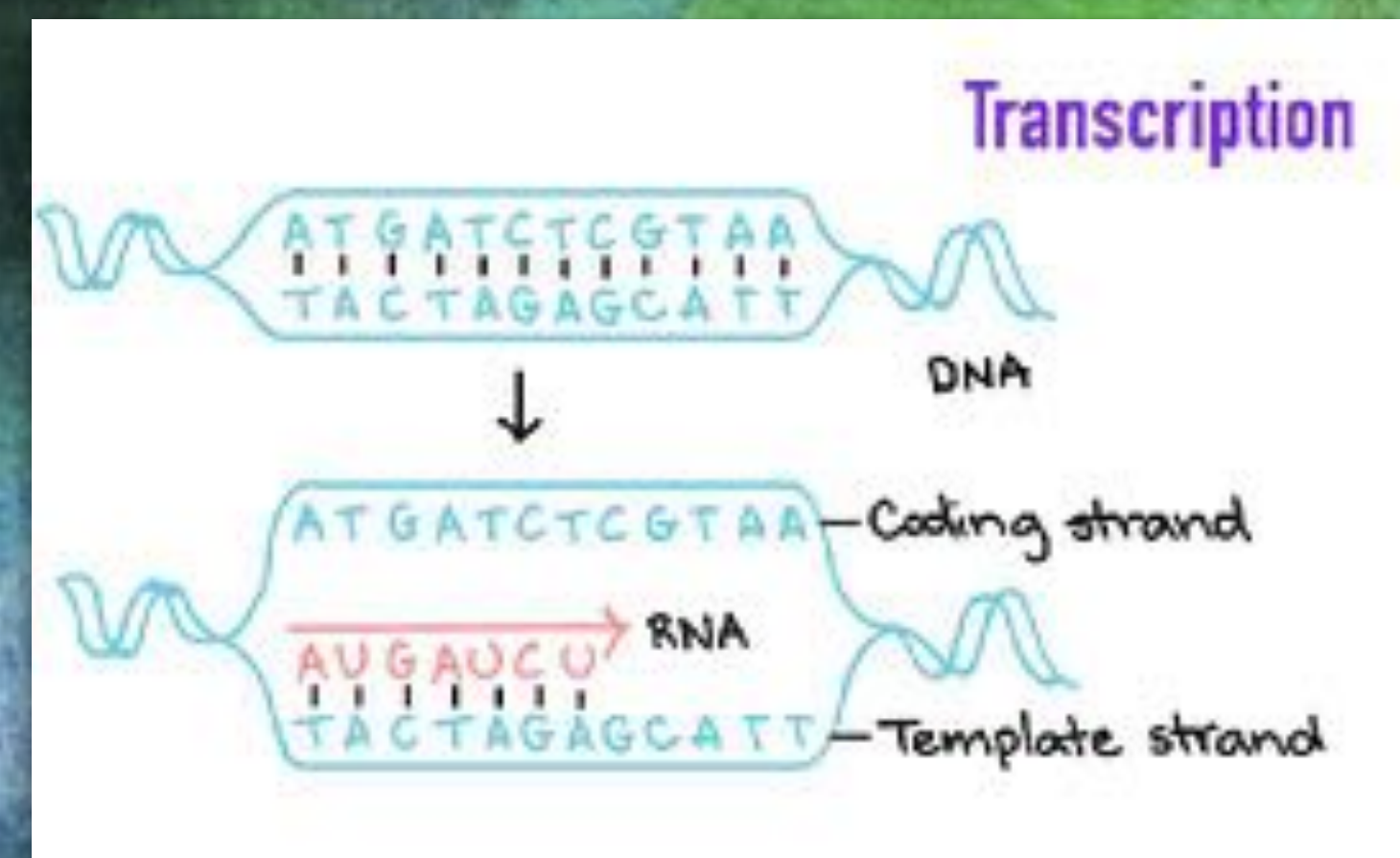
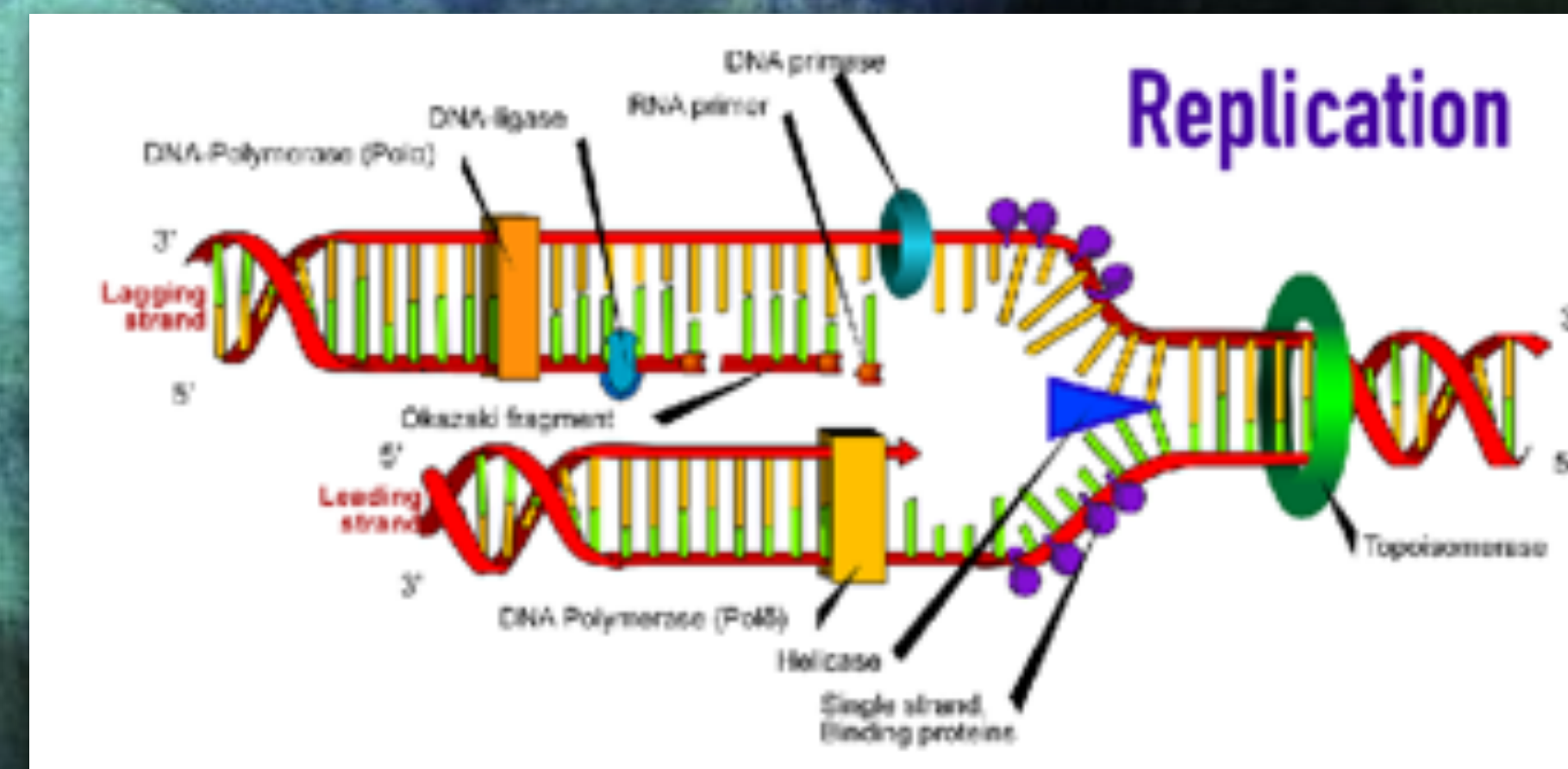
Wick Editor Video 2:
Interactivity

GRADES

The total points for this project will be 70 points (ten per day) and will be 15 pts. on your participation (as observed by me), 35 pts. on your daily reflection logs, and 20 pts. on your final peer critique forms.

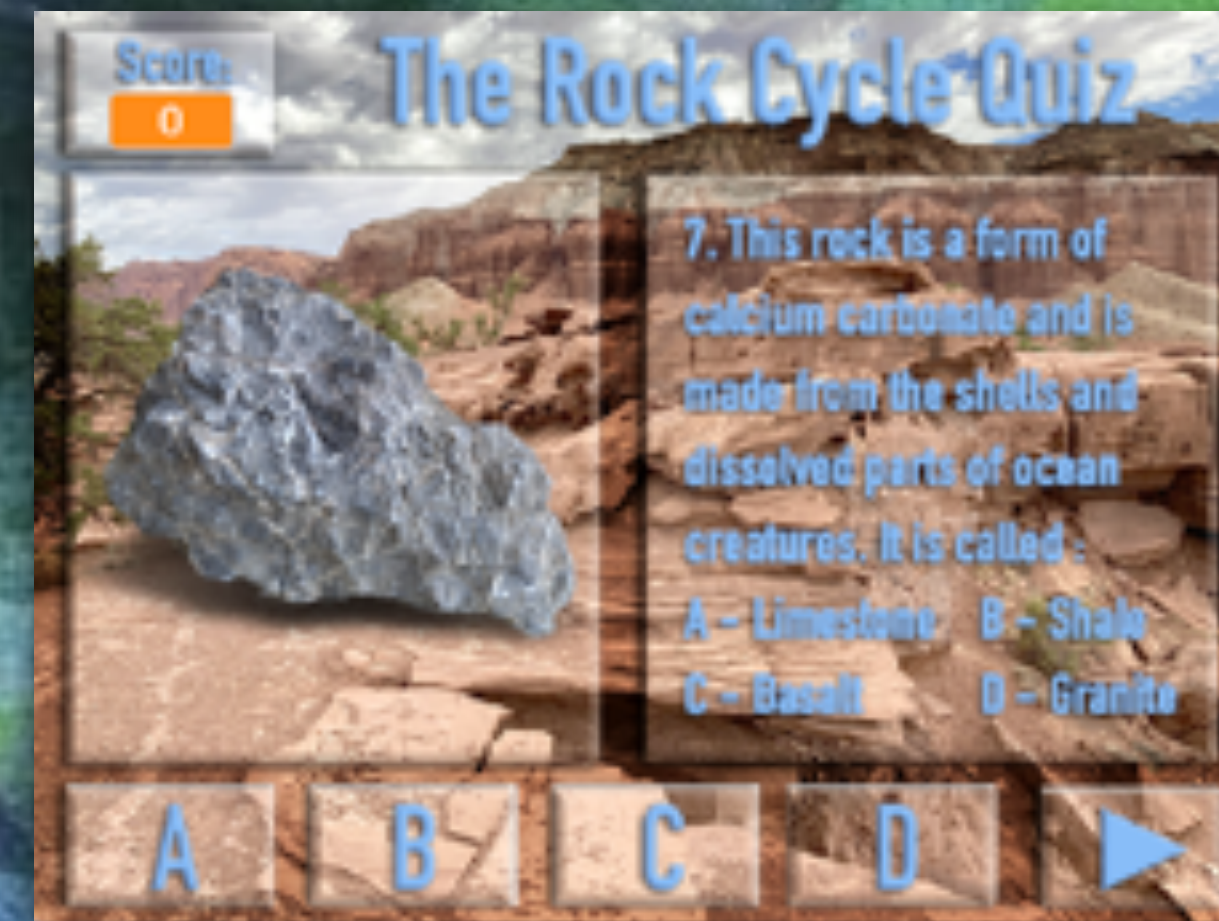
Remember that you can revise your project if you are not satisfied with your final score. You must present it to me again during lunch or after school (by appointment).

This project will help you develop the skills you'll need to do well on your STEAM Showcase presentation. We will start working on that when this project is done, and you will be presenting to each other in class around March 3, then to the K-8 classes on March 29-31. The final STEAM Showcase presentation will be on Thurs., April 27, from 5:30 to 8:30.



SUGGESTIONS

- Form teams of 2-3 people. Keep your team a “lean, mean, fightin’ machine.”
- DO NOT WASTE TIME! This project is challenging, you will need all the time you can get, plus after school. The due date will NOT be extended.
- Specialize. Everyone should watch the training videos, but one person should be researcher/project manager, one person content creator, and one person assembly/programming. But all need to share work.
- Ask for help. I will help you with the software as needed, but it is up to you to master it.
- Learn your topic deeply. The more detail you can pack into your animation, the better.



WINNING TEAM

The team with the best final score out of 70 will win the honor of presenting the best animations as their STEAM Showcase project.

If a team is not ready to present on Day 7, they will receive a Zero until they complete and present it. If they do not present by the end of February, the Zero will become permanent.

