

TECHNOFLASH SUMMARY OF SKILLS

Examine the completed projects. Indicate the skills in which students have mastered by placing a check mark beside the learning objective.

Content Knowledge	<input checked="" type="checkbox"/>
consider how the Flash program window is similar to other programs	<input type="checkbox"/>
define animation	<input type="checkbox"/>
define frame by frame animation	<input type="checkbox"/>
define motion path animation, motion guide layer, guide layer, and guided layer	<input type="checkbox"/>
define shape tween, motion tween, tweening	<input type="checkbox"/>
label the parts of the Flash program window including the stage, timeline, layers, toolbox, panels, main toolbar, edit bar, and menu bar	<input type="checkbox"/>
label the parts of the Flash toolbox including the drawing tools, view selections, color selectors, and options pane	<input type="checkbox"/>
label the parts of the timeline including the playhead, layer, keyframe, timeline header, current frame indicator, frame rate indicator, and frame	<input type="checkbox"/>
list the benefits of using the computer to create animation	<input type="checkbox"/>
recognize the difference between a motion and shape tween	<input type="checkbox"/>
recognize the difference between frame by frame animation and a motion tween	<input type="checkbox"/>
understand how the Flash program can be used to create animations	<input type="checkbox"/>
understand the difference between a blank keyframe and keyframe	<input type="checkbox"/>
understand the history of animation and how the computer has changed animation	<input type="checkbox"/>
Operating Environment Skills	<input checked="" type="checkbox"/>
open and close a program	<input type="checkbox"/>
open and close a document	<input type="checkbox"/>
save a document	<input type="checkbox"/>
Applied Technology Skills	<input checked="" type="checkbox"/>
add sound to a document to enhance the story action	<input type="checkbox"/>
animate a space adventure	<input type="checkbox"/>
edit a document	<input type="checkbox"/>
export a document as a flash movie	<input type="checkbox"/>
view a movie clip and label the types of animation	<input type="checkbox"/>
Graphics	<input checked="" type="checkbox"/>
add words using the Text Tool	<input type="checkbox"/>
adjust the paint mode to fill different areas with color using the Brush Tool	<input type="checkbox"/>
break apart an object to divide it into editable parts	<input type="checkbox"/>
change a gradient by adjusting the colors using the Gradient Transform Tool	<input type="checkbox"/>
change the Pencil type by making a selection from the Options pane	<input type="checkbox"/>
clear the stage using the Selection Tool and the DELETE key	<input type="checkbox"/>
copy a color by clicking on the desired color on the stage with the Eyedropper tool	<input type="checkbox"/>
copy and paste an object	<input type="checkbox"/>
delete an object from the stage using the DELETE key	<input type="checkbox"/>
draw a line, oval, and rectangle	<input type="checkbox"/>
draw a polygon or zig zag shape using the Pen Tool	<input type="checkbox"/>
draw freehand using the Pencil Tool or Brush Tool	<input type="checkbox"/>
edit the individual points of a shape using the Subselection Tool	<input type="checkbox"/>
erase a drawing using the Eraser Tool and its options	<input type="checkbox"/>
fill an object with color using the Paint Bucket Tool	<input type="checkbox"/>

Graphics	<input checked="" type="checkbox"/>
fill the stroke of an object with color using the Ink Bottle Tool	<input type="checkbox"/>
format the text by adjusting the font, font size, and font color in the properties panel	<input type="checkbox"/>
group together multiple objects	<input type="checkbox"/>
group together the stroke and fill of an object	<input type="checkbox"/>
increase or decrease the size of magnification with the Zoom Tool	<input type="checkbox"/>
modify the appearance of a grouped object in the editing pane	<input type="checkbox"/>
modify the stacking order of objects	<input type="checkbox"/>
move the stage within the window using the Hand Tool	<input type="checkbox"/>
move, bend, and reshape an object using the Selection Tool	<input type="checkbox"/>
paste an object in the same position as the copied image using Paste in Place	<input type="checkbox"/>
select a portion of the stage using the Lasso Tool	<input type="checkbox"/>
select a stroke and fill color using the Stroke Color Tool and Fill Color Tool	<input type="checkbox"/>
select the brush size and shape from the Options pane	<input type="checkbox"/>
select the stroke color, stroke width, stroke style, and fill color from the properties panel	<input type="checkbox"/>
transform an object by rotating, skewing, or scaling the shape with the Free Transform Tool	<input type="checkbox"/>
ungroup an object	<input type="checkbox"/>
Animation	<input checked="" type="checkbox"/>
add content to a blank keyframe	<input type="checkbox"/>
adjust the effects for a sound to make it fade in	<input type="checkbox"/>
animate an object to follow a motion path	<input type="checkbox"/>
animate an object using frame by frame animation	<input type="checkbox"/>
calculate how long a document will play based on the frames per second	<input type="checkbox"/>
change from one color to another using a shape tween	<input type="checkbox"/>
convert an object into a symbol and add it to the library	<input type="checkbox"/>
create a new graphic based on a symbol	<input type="checkbox"/>
cut an object	<input type="checkbox"/>
draw a motion path	<input type="checkbox"/>
identify a frame by its number	<input type="checkbox"/>
identify the name of the layer	<input type="checkbox"/>
import a sound into the library	<input type="checkbox"/>
insert a keyframe and blank keyframe	<input type="checkbox"/>
insert a motion guide layer	<input type="checkbox"/>
insert a new scene	<input type="checkbox"/>
insert a sound from the library into the timeline	<input type="checkbox"/>
insert an object from the symbol library	<input type="checkbox"/>
insert and rename a layer	<input type="checkbox"/>
morph one shape into another using a shape tween	<input type="checkbox"/>
move an object from one position to another using a motion tween	<input type="checkbox"/>
orient an object to the motion path	<input type="checkbox"/>
paste an object in the same position as the copied item using Paste in Place	<input type="checkbox"/>
rearrange the stacking order of the layers	<input type="checkbox"/>
select a scene to view using the <i>Edit Scene</i> tool	<input type="checkbox"/>
select export settings for a movie clip	<input type="checkbox"/>
copy, paste, and reverse frames	<input type="checkbox"/>
select, insert, and remove a frame	<input type="checkbox"/>
stream a sound clip	<input type="checkbox"/>
view the movie or scene in the preview window	<input type="checkbox"/>
view the animation using the ENTER key	<input type="checkbox"/>
view the stage in onion skin view	<input type="checkbox"/>