

Youth Art and Media Classes

Curriculum Guide

This guide includes two class curriculums designed for students ages 8–11. Each curriculum outlines weekly learning goals, projects, rules, and safety reminders.

1. Beginner's Art: Drawing Foundations: Shapes, Shading, and Perspective

Schedule: 5 Saturdays

Studio Rules

- Listen when the instructor is talking.
- Be kind and respectful to everyone and their artwork.
- Use materials carefully and share when needed.
- Clean up your space when you finish.

Safety First

- We will learn the safe way to use scissors and other tools.
- We will talk about allergies if we have snacks or use certain materials.

Weekly Outline (5 Saturdays)

Saturday 1

- Meet each other and do introductions.
- Go over the rules and safety.
- Do a fun warm-up activity to train your eyes and hands.
- Learn the elements and principles of art.
- Learn how to use the art materials the right way.
- Practice drawing basic shapes and different kinds of lines and marks.
- Learn how to add shading to make drawings look more real.

Saturday 2

- Quick review of what we learned last Saturday.
- Learn how to find shapes in everyday objects.
- Perspective intro: what does perspective mean in art?
- Learn to draw 3D shapes from different angles.
- Project 1: draw shapes using basic perspective.

Saturday 3

- Quick review of last Saturday.
- Learn to draw more advanced 3D shapes.
- Practice drawing advanced shapes from different perspectives.
- Learn about composition: how to place things in your drawing so it looks great.
- Project 2: level up Project 1 by adding more details and extra elements.

Saturday 4

- Quick review of last Saturday.
- Learn about movement and pattern: how to make art feel like it has energy.
- Learn color theory: how colors work together.
- Continue Project 2 by adding color or improving shapes and details.
- Start Project 3: create your own artwork based on a fun topic we provide.

Saturday 5

- Quick review of what we learned over the last few Saturdays.
- Project presentations: show and tell.
- Student choice time: choose what you want to practice or finish from the choices provided.

Class Description

This class takes place over five Saturdays and is all about learning art in a fun, hands-on way. Each Saturday, students will learn new skills, practice step by step, and create projects they can be proud of. We will draw, design, and explore new ideas while building confidence, creativity, and stronger art skills.

Projects

- Project 1 (Saturday 2): Learn perspective by drawing shapes from different angles to make them look 3D.
- Project 2 (Saturday 3–4): Use advanced 3D shapes and add extra elements to create a more detailed perspective drawing.
- Project 3 (Saturday 4): Create your own artwork based on a topic we provide, using the skills you learned all month.

2. Stop Motion Animation

Schedule: 5 weeks, Mondays and Wednesdays

Studio Rules

- Listen when the instructor is talking.
- Be kind and respectful to others and their ideas.
- Use the equipment carefully. Cameras, tripods, lights, and materials are shared tools.
- Keep hands and materials at your own workspace.
- Clean up your space and put everything back where it belongs.

Safety First

- We will learn how to safely use tripods, lights, and cords so nobody trips.
- We will talk about allergies if we use snacks or certain materials like clay, paint, or glue.

Weekly Outline (5 weeks, Mondays and Wednesdays)

Week 1

Monday: Welcome and getting started

- Meet the class and learn the studio rules and safety.
- What is stop motion? How does it work?
- Learn the parts of our animation setup.
- Learn how to take clear frames and keep the camera steady.
- Mini challenge: make an object move across the screen.

Wednesday: Smooth motion practice

- Review what we learned Monday.
- Learn how many pictures you need for smooth movement.
- Learn how to keep spacing even so motion looks natural.
- Mini project: a short “walk” or “slide” animation.

Week 2

Monday: Characters and movement

- Learn simple ways to build characters and props.
- Learn how to move a character step by step.
- Learn how to plan movement before filming.
- Start Project 1: a character movement scene.

Wednesday: Expressions and acting

- Review and improve Project 1.
- Learn how to show feelings and reactions in stop motion.
- Learn how to make characters look like they are talking.
- Add acting and personality to your scene.

Week 3

Monday: Story and planning

- Learn what a storyboard is and why animators use it.
- Choose a story idea that fits the time and skill level.
- Plan scenes, characters, and props.
- Start Project 2: storyboard and build your set.

Wednesday: Camera angles and sets

- Review storyboards.
- Learn simple camera angles that make your film look more exciting.
- Learn how to build a set with a foreground and background.
- Begin filming Project 2.

Week 4

Monday: Special effects and fun tricks

- Learn simple stop motion effects like magic appearing and disappearing, flying objects, and transformation.
- Add one special effect to your film.
- Continue filming Project 2.

Wednesday: Sound and finishing touches

- Learn about sound in movies.
- Add music or sound effects if available in your setup.
- Learn how to check your film for missing frames.
- Keep filming and start polishing your movie.

Week 5

Monday: Editing and final build

- Put scenes in the right order.
- Add titles and credits.

- Finish filming anything that is missing.
- Final edits and quality check.

Wednesday: Movie day and showcase

- Final review and last edits.
- Export final movies.
- Class showcase: watch each film and do a fun “behind the scenes” share.
- Celebrate what you created.

Class Description

This class meets for five weeks on Mondays and Wednesdays. Students learn how to make their own stop motion movies step by step using the HUE Animation Studio guide book chapters. Each week includes skill practice plus time to build a project that students can proudly share.

Projects

- Project 1: Movement Practice Scene. A short animation focused on smooth movement and character action.
- Project 2: Mini Movie. A short story with a beginning, middle, and end plus at least one special effect.

HUE Guide Book Alignment

Note: If you share the specific chapter names or numbers you are using from the HUE Animation Studio guide book, we can label each Monday and Wednesday session with the exact chapter title for your printed guide.