

Creative Classrooms
Museum-School Partnership Program
Application
2025 - 2026 School Year

School Name: _____

Teacher Name (Main Point of Contact): _____

Thank you for taking an interest in The Walt Disney Family Museum's Creative Classroom Partnership Program. Our goal is to provide an opportunity for Bay Area students to engage with art, animation, and education in creative and inspiring ways at their school through inquiry-based, hands-on activities related to the life of Walt Disney.

Creative Classrooms is comprised of up to eight visits to the school and one field trip to the museum. The museum provides all transportation, curriculum, and art supplies.

To be considered for the Creative Classrooms Partnership, schools must submit the following:

- School Contact Information
- Teacher Contact
- Answer Questions Pertaining to Your Program

In addition, please select three workshops from the choices below that you are most interested in for your class.

Applications are due by October 1st, 2025 and should be returned by email to education@wdfmuseum.org.

If you have any additional questions, please feel free to email us and we would be happy to work with you. We look forward to receiving your application for the 2025-2026 Creative Classrooms Program!

Travis Lacina
Director of Education

School & Contact Information:

School Name: _____

Address: _____

Teacher Name (Main Point of Contact): _____

Contact Email: _____

Phone Number: _____

Grade Level: _____

Number of Classes in that Grade: _____

Total Number of Students Participating: _____

Names of Teachers Participating: _____

Please read through the following 9 workshops and check three options for your school:

☐ **Paper Cut-Out Animation**

Available Mon-Fri | Suggested for Grades 3-12

Before the use of cels, paper cut-out figures were a common form of animation. Join us as we create paper creations with simple shapes and designs using construction paper and glue, then animate our creations to make our own silent stop-motion short films.

☐ **Multiplane Animation**

Available Mon-Fri | Suggested for Grades 3-12

Discover how Walt Disney encouraged his staff to experiment with special effects technology to make animation more compelling and realistic, and how the resulting advancements inspired the industry as a whole. Students will experiment with a miniature multiplane set up—focusing on design elements that will explore how depth and distance is created in animation—then animate their own characters to create a silent stop-motion short film.

☐ **Storyboarding**

Available Mon-Fri | Suggested for Grades 5-12

The Walt Disney Studios pioneered storyboarding—an innovative way to convey an artist's vision and the film's story for those around them. Join us as we delve into timing, camera angles, camera shots, and how to plan out a visual project in a sequential and visual form. Students will then take on the role of a storyboard artist as they envision their own version of a scene from a script.

☐ **Storytelling**

Available Mon-Fri | Suggested for Grades 5-12

Walt Disney knew that at the heart of every animated film is a well-told story. Join us as we investigate the basics of narrative structure, establishing interesting and dynamic plots, and creating internal and external challenges that can impact a character's journey. Students will then develop their own short story.

☐ **Character Design**

Available Mon-Fri | Suggested for Grades 3-12

Walt Disney was a storyteller whose characters captivated audiences through their unique personalities and distinct designs. Students will learn the fundamentals of character design through the use of shape language, silhouette, and personality traits, and uncover the creative process towards developing unique and memorable characters.

☐ **Background Design**

Available Mon-Fri | Suggested for Grades 3-12

Background design is an important part of the storytelling process as it helps give context to the narrative by showing the world in which the characters live. Although not the main focus, backgrounds can amplify and fully immerse an audience. We will discuss industry-standard practices as students delve into perspective fundamentals. Students gain an understanding of overlap, depth, and atmospheric perspective, then apply these concepts to design a layered background.

☐ **Color Theory**

Available Mon-Fri | Suggested for Grades K-12

The Ink and Paint Department was an invaluable part of the animation process, especially with the addition of color to animated films. In this School Experience, students will learn about the relationship between colors, and how color theory utilizes both art and science in color mixing to achieve a particular visual effect.

Tell Us More:

Why are you interested in participating in a museum-school partnership with The Walt Disney Family Museum?

How do you think this program will impact you and your students?

Please list themes or standards you envision focusing on in your classroom during the partnership program

Are there any other ways that our partnership program can connect to your curriculum?

What can this program provide that you normally wouldn't have access to at your school?
Ex: Animation equipment, cameras, etc.

Please provide detailed information on how the museum can adapt to your needs or any other relevant information that you would like to provide. (500 words)