

Computing

Creating Media - Animation

Year 3

Autumn 2

Key Knowledge

To explain that animation is a sequence of drawings or photographs	<ul style="list-style-type: none"> I can create an effective flip book—style animation I can draw a sequence of pictures I can explain how an animation/flip book works
To relate animated movement with a sequence of images	<ul style="list-style-type: none"> I can create an effective stop-frame animation I can explain why little changes are needed for each frame I can predict what an animation will look like
To plan an animation	<ul style="list-style-type: none"> I can break down a story into settings, characters and events I can create a storyboard I can describe an animation that is achievable on screen
To identify the need to work consistently and carefully	<ul style="list-style-type: none"> I can evaluate the quality of my animation I can review a sequence of frames to check my work I can use onion skinning to help me make small changes between frames
To review and improve an animation	<ul style="list-style-type: none"> I can evaluate another learner’s animation I can explain ways to make my animation better I can improve my animation based on feedback
To evaluate the impact of adding other media to an animation	<ul style="list-style-type: none"> I can add other media to my animation I can evaluate my final film I can explain why I added other media to my animation

Statutory requirements

- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- "use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact"

Key vocabulary

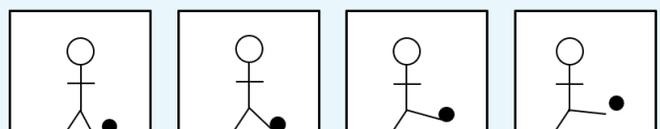
Spelling	Definition
Animation	An animation is where a number of pictures are drawn or taken of an object or picture, and the pictures are shown quickly, which makes it look like the object or picture is moving.
Flipbook	A flipbook is created by drawing lots of pictures on different pages that change gradually . This makes it look like the picture is moving when you flick through quickly.
Stop Frame Animation	An animation that is captured, one frame at a time with physical objects that are moved between frames.
Frame	Each of the pictures you take to make an animation is called a frame .
Media	Media is made up of things like music, photos, text and transitions when creating an animation.

Possible experiences

- Visit the Science and Media Museum and book a free space for admissions. Visit their animation gallery to learn all about animation and how it has changed over the years
- Create your own “flipbook” at home with post it notes to create your own moving pictures
- Create your own animation for a story you have written at home or in school.

Can you predict what will happen?

Look at the pictures. What do you think will happen in this animation?



How do you know?