

BRUNSHAW PRIMARY SCHOOL



Inspiring children to be resilient and aspirational learners, within a positive and considerate community

Subject: Computing

Year group: 3 Term: Autumn 2

Title: Stop-frame animation

What should I already know?

- Some digital devices can capture images using a camera
- Photographs can be saved and viewed later
- When composing a photograph, choices can be made to produce different effects
- Photographs can be improved by changing the composition, editing or retaking
- Light can have different effects on a photograph
- Photographs can be changed (edited) after they have been taken

Facts I will learn

- An animation is made up of a sequence of images
- When creating an animation, a capturing device needs to be in a fixed position
- Smaller movements and consistency create a smoother animation
- Adding other media to an animation can change the effect of the images
- A project must be exported so it can be shared

Key questions

- Can a picture move?
- How are animations made?
- What is the story of my animation?
- Can I create my own animation?
- Can I edit and improve my animation?
- Can I add other media to my animation?

Key Skills

- To set up an animation work area with an awareness of what will be captured
- To plan an animation using a storyboard
- To capture images
- To use the onion skinning tool to review subject position

Experiences that school will provide

- Opportunities to use a range of hardware and software
- To plan, create and present an animation to an audience

Key vocab

Definition

Animation	Making a series of drawings or photographs look like they are moving
Flip-book	A series of drawings which, when flicked through quickly, look like they are moving
Stop-frame	A technique in which objects are moved in tiny amounts in between each

[illegible]