

## End of Unit Assessment | Computing | Year 4 | Animation

All	Most	Some
<p>Explain what is meant by animation, create a series of linked frames that can be played as a short animation, control and adjust a time slider to locate a different point in a film clip, insert images to create a simple stop motion animation short film clip, evaluate the advantages and disadvantages of some animation software.</p>	<p>Describe one or more traditional methods of animation, make slight changes to an image using onion skinning, understanding the term, use a time slider to find a specific point in a film clip to insert or edit an object, edit and refine images in a stop motion animation short film clip, compare different animation software by looking at its advantages and disadvantages.</p>	<p>Explain how computer software has improved animation techniques, edit and refine still images with multiple layers of onion skins, make extensive use of a time slider to animate multiple objects simultaneously, use a webcam or digital camera to create their own images for a stop motion animation short film clip, recognise limitations of animation software and suggest improvements.</p>
33%	33%	33%
<p>Name Name Name Name</p>	<p>Name Name Name Name</p>	<p>Name Name Name Name</p>

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\*Insert a character against the criteria the child has met. If they have not met the criteria leave it blank.\*

		Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	% of class	
% met by child		0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Has the child met the all and most statements?		n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	0%	
<b>All</b>	Explain what is meant by animation.																																		0%	
	Create a series of linked frames that can be played as a short animation.																																		0%	
	Control and adjust a time slider to locate a different point in a film clip.																																		0%	
	Insert images to create a simple stop motion animation short film clip.																																			0%
	Evaluate the advantages and disadvantages of some animation software.																																			0%
<b>Most</b>	Describe one or more traditional methods of animation.																																			0%
	Make slight changes to an image using onion skinning, understanding the term.																																			0%
	Use a time slider to find a specific point in a film clip to insert or edit an object.																																			0%
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	Make extensive use of a time slider to animate multiple objects simultaneously.																																			0%
	Use a webcam or digital camera to create their own images for a stop motion animation short film clip.																																			0%
	Recognise limitations of animation software and suggest improvements.																																			0%





# NC Aims Covered in the Animation Unit

Analyse, evaluate and present data and information.

Use a variety of software to design and create content that accomplish given goals.

Use a variety of software, on a range of digital devices, to design and create content that accomplish given goals.

Select, use and combine a variety of software including analysing, evaluating and presenting data and information.





# I can...

# Computing | Year 4 | Animation

Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
<b>I can describe early forms of animation before computers and how computers have made a difference.</b>	<b>I can create a short computer animation using one or more moving stick figures.</b>	<b>I can create a recorded animation involving a number of moving characters on a background.</b>	<b>I can structure specific timing of animations using a time slider.</b>	<b>I can use a camera to create a short stop motion animation film.</b>	<b>I can analyse and evaluate software.</b>
I can explain what is meant by animation.	I can create series of linked frames.	I can use animation recording to animate the movement of a character.	I can use the time slider to find a new place in a clip.	I can take still images using a webcam or similar digital device.	I can comment on the advantages and disadvantages of using a particular piece of software.
I can describe early devices used to develop animation techniques.	I can make slight changes to an image, using onion skinning.	I can animate the interaction between two characters.	I can insert a new character at a given place in a clip.	I can import my own suitable photos to create stop motion animation.	I can compare features in different software.
I can explain how simple animation techniques work.	I can edit and refine still images to improve my animation.	I can control the timing of characters' appearance in a recording.	I can edit or change objects at different parts of a clip.	I can change the content of a picture by the correct amount between frames.	I can differentiate between different types of animation technique.
I can explain how computer software has improved animation techniques.	I can add a second figure and animate them interacting with each other.			I can order or sequence frames to create the effect of smooth movement.	I can express my opinion about the effectiveness of software.



# Computing: Animation

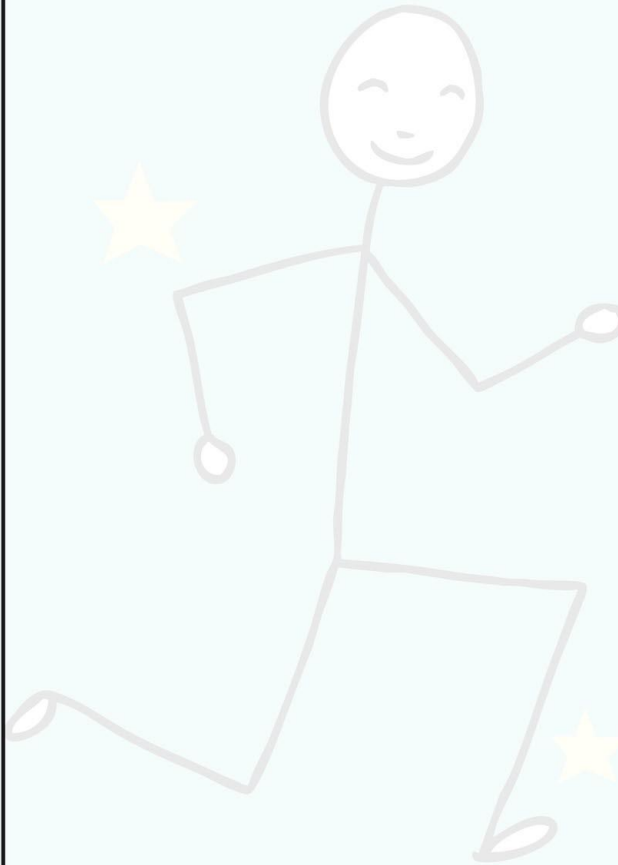
**K**

What I know



**W**

What I want to know



**L**

What I have learnt

