Animation: Evaluation

Aim:	Success Criteria:	Resources:
Select, use and combine a variety of software including analysing, evaluating and presenting data and information in the context of evaluating and comparing different animation software. I can analyse and evaluate software.	I can comment on the advantages and disadvantages of using a particular piece of software. I can compare features in different software. I can differentiate between different types of animation technique. I can express my opinion about the effectiveness of software.	**Lesson Pack** Computers/laptops with animation software installed Pivot Animator MovieSoup Stop motion animation software
	Key/New Words: Frame, onion skinning, loop, frame rate Analyse, evaluate, positive, negative, effectiveness.	**Preparation:** Differentiated **Evaluating Animation Software Activity Sheet** - per child

Prior Learning:	Children will have tried out a range of traditional animation techniques and examples of computer software animation in lessons 1 to 5.

Learning Sequence

	Animation Methods or Software: Begin with a quick recap and list of animation techniques, methods or software used during the course of the unit. This could include pre-computer methods (e.g. flip book) and computer animation software used during this unit. *(If any software methods have been missed out, these can be omitted from the evaluation options.)*	
	Analysing and Evaluating: Gather ideas about the meaning of the words 'analysing' and 'evaluating' before sharing their definitons as given on the **Lesson Presentation**. Explain that we are going to be analysing and evaluating the animation software we have used, to decide which ones we prefer and would recommend.	
	Evaluating Software: Focus in on the software we can use for animation on computers. Discuss how we can evaluate the software used in this unit. Explain that sometimes there is more than one way to achieve a given task; different pieces of software are useful for different aims. Introduce the idea that there are advantages and disadvantages (or limitations) to using different pieces of software. They need to remember what they ultimately want the software to achieve when evaluating how useful it is. Highlight the use of our own opinion when evaluating.	
	Evaluation Example: Choosing one of the software examples, e.g. Pivot Animator, list on the board the reasons why children liked or didn't like it. What are the advantages of using it? What are the disadvantages or limitations? Allow children to use the ideas for their own written evaluations.	
	Your Evaluations: Thinking about one or two of the different animation software used, complete an evaluation activity. Can you analyse and evaluate software for a given purpose? Children use the differentiated **Evaluating Animation Software Activity Sheet**. ★ Children evaluate one piece of animation software. ★★ Children evaluate and compare two pieces of animation software. ★★★ Children evaluate and compare two pieces of animation software using specific examples about the software in their answers. Children then compare a traditional form of animation with a software animation program and say which they think is better.	

Presenting and Discussing Evaluations: Using their evaluations, children work in pairs or small groups to share their opinions and discuss the advantages and disadvantages of the animation software they have evaluated. Finally, vote for the overall favourite animation software of the whole group.

Task*it*

Surveyit*: Do people prefer traditional animation techniques or new computer software technology? Take a vote to check. Do a survey of everyone's favourite software.

Graphit*: Present a bar graph showing people's favourite animation software, based on the survey results.

Presentit*: Ask friends or classmates why they have picked their favourite choice of software. Do people have the same reasons? Can you make a list of suggestions, based on the disadvantages or limitations of the software, about how the software could be improved?

Animation: Lesson 6

The aim of this lesson is to provide the opportunity for children to analyse and evaluate software. This is done by comparing the techniques and range of software covered in prior lessons. Children are encouraged to discuss and comment on the advantages and disadvantages/limitations for each piece of software, in order to make justified comparisons.

Software to be evaluated includes those used in earlier lessons such as Pivot Animator, MovieSoup and your chosen software for creating stop motion animations.

Additionally, this final lesson of the unit can provide a further opportunity to return to a particular animation software. This could be a favourite choice or to complete a project started in an earlier lesson.

Suggestions for Software Evaluation

Below are some general suggestions for possible advantages and disadvantages of animation software. Answers will vary according to the specific software evaluated and children can be encouraged to reference specific aspects of their chosen software in their answers.

Possible Advantages:	Possible Disadvantages:
• Easy to use (e.g. toolbars are clear to understand and use). • A range of characters/objects/backgrounds are available. Or you can use your own. • Easy to edit your animation. • Can add sound effects and titles. • Creates colourful and attractive animations. • Quick to create effective animations on.	• Difficult to use (e.g. toolbars are hard to understand and use). • Limited range of characters/objects/ backgrounds. Or no option to use your own. • Tricky to edit your animation. • Difficult to animate more than one object at a time. • Not very colourful or attractive. • Can take a long time to make a few seconds of animation.

Evaluating Animation Software

Briefly describe one of the different examples of animation software that you have used. What did you have to do?

_____

_____

_____

_____

_____

What are the advantages of using this piece of animation software? What features does it have that are useful?

_____

_____

_____

_____

_____

What are the disadvantages or limitations of this software? What would you change or improve?

_____

_____

_____

_____

Would you recommend it to someone else? What advice would you give someone who is going to use it?

_____

_____

_____

Evaluating Animation Software

Briefly describe two different examples of animation software that you have used:

1.

_____

_____

_____

_____

_____

_____

_____

_____

2.

_____

_____

_____

_____

_____

_____

_____

_____

What are the advantages of using each piece of animation software? What features do they have that are useful?

1.

_____

_____

_____

_____

_____

_____

_____

2.

_____

_____

_____

_____

_____

_____

_____

What are the disadvantages or limitations of each piece of software? What would you change or improve?

1.

_____

_____

_____

_____

_____

_____

_____

_____

2.

_____

_____

_____

_____

_____

_____

_____

_____

Which one was your favourite and why?

_____

_____

_____

_____

_____

_____

Evaluating Animation Software

Describe two different examples of animation software that you have used.

1.

_____

_____

_____

_____

_____

_____

_____

2.

_____

_____

_____

_____

_____

_____

_____

What are the advantages of using each piece of animation software? What features do they have that are useful? Use specific examples of how the software works in your answer.

1.

_____

_____

_____

_____

_____

_____

2.

_____

_____

_____

_____

_____

_____

What are the disadvantages or limitations of each piece of software? What would you change or improve? Use specific examples of how the software works in your answer.

1.

_____

_____

_____

_____

_____

_____

_____

2.

_____

_____

_____

_____

_____

_____

_____

Which would you recommend to others and why?

_____

_____

_____

_____

_____

Choose one traditional method of animation, e.g. a flip book, and one method of computer animation, e.g. Pivot Animator. Which do you think is a better form of animation? Why?

_____

_____

_____

_____

_____

Animation | Evaluation

I can analyse and evaluate software.		
I can comment on the advantages and disadvantages of using a particular piece of software.		
I can compare features in different software.		
I can differentiate between different types of animation technique.		
I can express my opinion about the effectiveness of software.		

Animation | Evaluation

I can analyse and evaluate software.		
I can comment on the advantages and disadvantages of using a particular piece of software.		
I can compare features in different software.		
I can differentiate between different types of animation technique.		
I can express my opinion about the effectiveness of software.		

Animation | Evaluation

I can analyse and evaluate software.		
I can comment on the advantages and disadvantages of using a particular piece of software.		
I can compare features in different software.		
I can differentiate between different types of animation technique.		
I can express my opinion about the effectiveness of software.		

Animation | Evaluation

I can analyse and evaluate software.		
I can comment on the advantages and disadvantages of using a particular piece of software.		
I can compare features in different software.		
I can differentiate between different types of animation technique.		
I can express my opinion about the effectiveness of software.		

Animation | Evaluation

I can analyse and evaluate software.		
I can comment on the advantages and disadvantages of using a particular piece of software.		
I can compare features in different software.		
I can differentiate between different types of animation technique.		
I can express my opinion about the effectiveness of software.		

Animation | Evaluation

I can analyse and evaluate software.		
I can comment on the advantages and disadvantages of using a particular piece of software.		
I can compare features in different software.		
I can differentiate between different types of animation technique.		
I can express my opinion about the effectiveness of software.		

Animation | Evaluation

I can analyse and evaluate software.		
I can comment on the advantages and disadvantages of using a particular piece of software.		
I can compare features in different software.		
I can differentiate between different types of animation technique.		
I can express my opinion about the effectiveness of software.		

Animation | Evaluation

I can analyse and evaluate software.		
I can comment on the advantages and disadvantages of using a particular piece of software.		
I can compare features in different software.		
I can differentiate between different types of animation technique.		
I can express my opinion about the effectiveness of software.		