

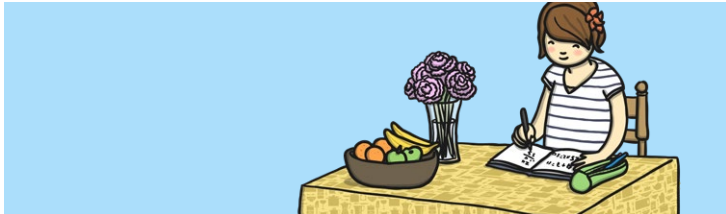
Introduction

This unit teaches children the basic principles and techniques of simple animation. Beginning with the history of animation, children research some of the early animation techniques used before the use of computers. The lessons then compare a range of free animation software and children incorporate the different techniques into their own animation. After experimenting, children are then given the opportunity to evaluate their experiences in the final lesson.



Health & Safety

General e-safety rules should be followed when using a computer, particularly if accessing the Internet. Encourage good posture when sitting at the computer.



Home Learning

Planning an Animation Storyboard: Children create their own storyboard animation plan linked to the underwater theme of the MovieSoup software used in Lessons 3 and 4.

Model Making or Drawing: A challenge to make the 'props' for an animation, either by model making (modelling clay or junk modelling) or drawing a backdrop scene with a movable character. Either option can be photographed either by children at home with adult guidance, or brought into school to be photographed. The photos could be used in Lesson 5 for stop motion animation.

Assessment Statements

By the end of this unit...

...all children should be able to:

- 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.

...most children will be able to:

- 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.

...some children will be able to:

- 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.

Lesson Breakdown

Resources

1. History of Animation

Analyse, evaluate and present data and information in the context of understanding the history of animation.

- I can describe early forms of animation before computers and how computers have made a difference.

- Computers, laptops or tablets with internet access
- Scissors
- String
- Stapler

2. Stick Figure Animation

Use a variety of software to design and create content that accomplish given goals in the context of a computer animation of a stick figure.

- I can create a short computer animation using one or more moving stick figures.

- Computers, laptops or tablets with Pivot Animator installed

3. Recording Movement of Characters

Use a variety of software to design and create content that accomplish given goals in the context of an animation recording with a number of moving characters.

- I can create a recorded animation involving a number of moving characters on a background.

- Computers, laptops or tablets with MovieSoup installed

4. Structured Timing

Use a variety of software to design and create content that accomplish given goals in the context of structuring the timing of animation effects to create a short story.

- I can structure specific timing of animations using a time slider.

- Computers, laptops or tablets with MovieSoup installed

5. Stop Motion Animation

Use a variety of software, on a range of digital devices, to design and create content that accomplish given goals in the context of stop motion animation using a webcam or digital camera and associated software.

- I can use a camera to create a short stop motion animation film.

- Computers, laptops or tablets with access to webcam or digital camera
- Source of photos/resources to create animation

6. Evaluating Animation Techniques

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.

- Computers, laptops or tablets with animation software installed.