
















Animation: The History of Animation

Aim: 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.	Success Criteria: I can explain what is meant by animation. I can describe early devices used to develop animation techniques. I can explain how simple animation techniques work. I can explain how computer software has improved animation techniques.	Resources: Lesson Pack Computers /laptops /tablets (with Internet access for research) Scissors, string, stapler
	Key/New Words: Animate, animation, still image, thaumatrope, zoetrope, zoopraxiscope, stereoscope, flip book.	Preparation: Making a Flip Book Activity Sheet - per child Thaumatrope Activity Sheet, The History of Flip Books Activity Sheet and The History of Animation Activity Sheet - as required

Prior Learning: It will be helpful if children have been asked to think about what they already know about animation.

Learning Sequence

	What Is Animation? Can children explain what is meant by animation? Establish that it is the process of creating the illusion of moving images using a series of still frames. Children may mention current animated movies or characters; also link to popular cartoons and Disney examples.	
	The History of Animation: Explain that we are going to look at how animation first began in today's lesson, before understanding how computers have begun to make the process easier. We will also be trying out our own early animation techniques! Can children explain how simple animation techniques work using the phrase 'persistence of vision'?	
	Early Animation Inventions: Explain that before animation was widely understood, there were many inventions and devices that fascinated people by seeming to merge images or make them appear to move. Some of these have some complicated sounding names! Show examples of thaumatrope and flip book.	
	Finding Out More: First we are going to find out more about at least one of these devices, then everyone will get the chance to make a flip book of their own. <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;">  <p>Find out about thaumatropes and make their own using Thaumatrope Activity Sheet.</p> </div> <div style="text-align: center;">  <p>Research the history of Flip Books using the History of Flip Books Activity Sheet.</p> </div> <div style="text-align: center;">  <p>Research early animation devices using the History of Animation Activity Sheet.</p> </div> </div>	
	Flip Books: First allow brief feedback from each ability group on their task. Give each child a copy of the Making a Flip Book Activity Sheet and ensure instructions are clear on what to do. All of the children will design a stick figure flip book. (Remember to keep these safe for next lesson.)	
	Computer Vs Pencil and Paper: How do you think computers have changed the animation process? What advantages are there in using a computer to produce multiple similar images, compared to pencil and paper? Allow discussion time then feedback ideas. List may include 'copy and paste' or duplicating, not having to start from scratch when drawing a similar object /scene, saving work, use of digital photos, less paper required.	

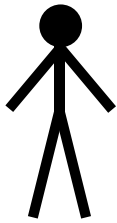
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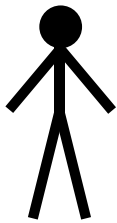
Createit: Make a new version of your own thaumatrope or flip book with a different design.

Making a Flip Book



Use these rectangles to make your own stick figure flip book. Cut out all the rectangles carefully to make pages. The first one is drawn for you. Take the next blank page and trace over the first image but change it slightly however you want to. Then take another page and trace over your last image but make another slight change. Keep going until you have drawn on each page, then put them in a pile together (You may want to number each in the top right hand corner). Attach together at the left hand side and flip through your pictures on the right!



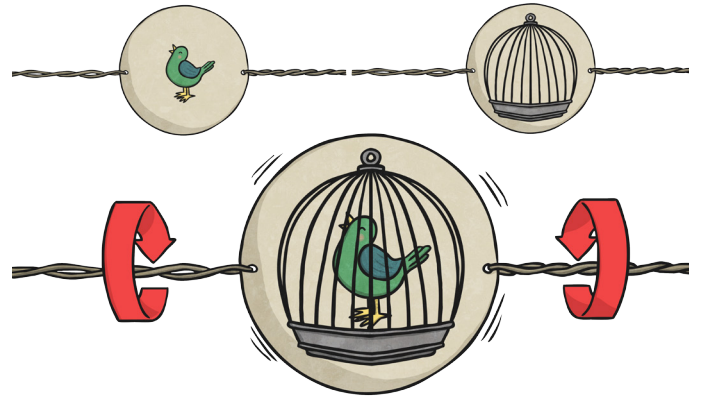
			

Making a Thaumatrope



A thaumatrope is a toy that was popular in Victorian times. People were fascinated with simple ways of making pictures look like they were moving – an early form of animation.

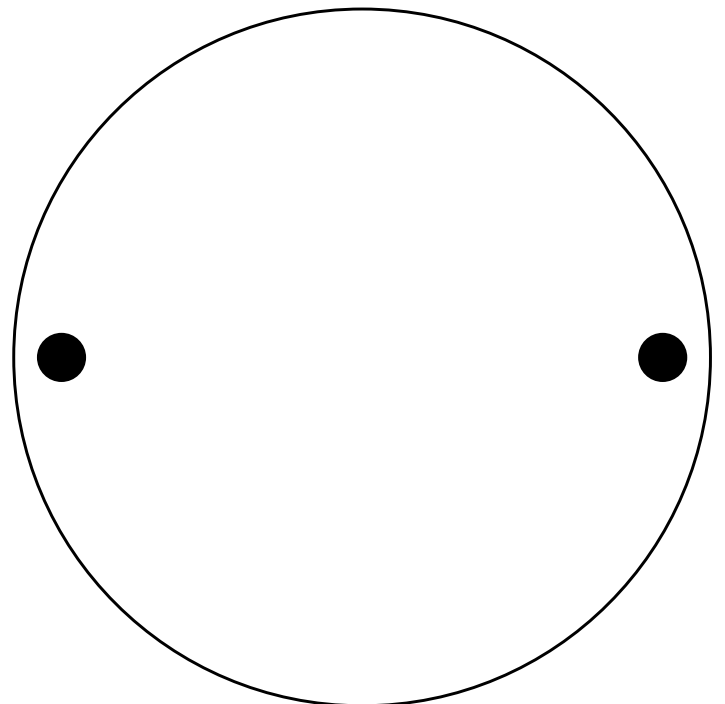
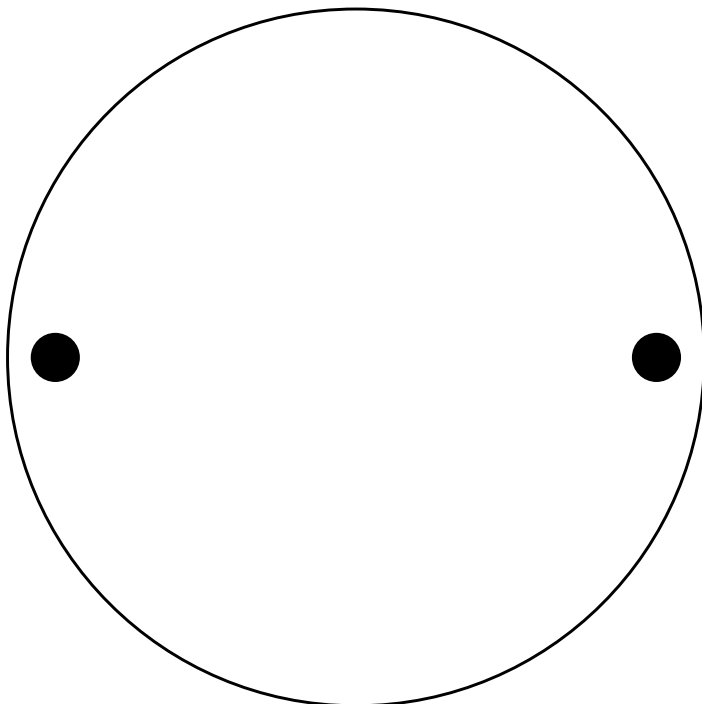
A simple thaumatrope was made with two disks, featuring a picture on each. With a picture on each side, string is then tied to the sides of the disks which are placed back to back. When the string is used to spin the pictures rapidly, the two images appear to merge into one.



The same effect can be created using a wooden stick rubbed between your palms with the disks stuck back to back at the top.

A famous old thaumatrope featured a bird in one image and an empty cage in the other. What do you think happens when the two pictures are turned rapidly?

Try making your own by drawing the pictures onto these disks. Cut them out and stick them back to back. Use either string or a piece of wood to make them spin rapidly.



The History of Animation



In the early days of animation, there were some different methods of making it seem like pictures were either moving or merging into one. People invented amazing devices which led to the movies, films and animations we have today.

See if you can find out what any of these inventions did. Draw them and describe how they worked!

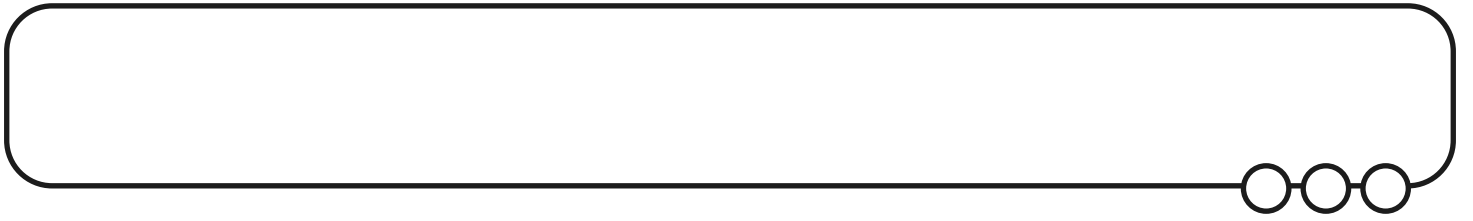
Thaumatrope

Zoetrope

Zoopraxiscope

Stereoscope

The History of Flip Books



A flip book (also known as a flick book) is a book containing a sequence of pictures that include gradual changes, so that when the pages are quickly flipped through, the pictures give the illusion of movement or animation.

Try researching the history of flip books.

Answer the questions below and make any other notes about what you discover:

From your research, list any subjects on which you can see flip books made.

List any names and dates of the earliest known flip books, who made them and what were they about?

What other names were compared or given to a flip book?

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