

# Adult Guidance

## Using and Applying Skills

### Structure and Purpose

The purpose of the 'Using & Applying' unit is to provide an engaging, open-ended project for pupils to apply the skills they have developed by working on other units within the year group.

Designed to be completed by pupils in groups working over a number of lessons (such as a final half-term), the project incorporates software, skills and aims that have been covered in previous units.

Pupils should be encouraged to plan activities thoroughly before dividing up the separate tasks required to complete the whole project. Different elements of the project can be completed by different children, who will combine their work at the end, but must communicate and work together as a team throughout.

Ideally, there should be an opportunity for children to present their finished projects. This could be either to the rest of the class or a wider school audience.

### Role of the Teacher

Within these lessons, the emphasis is placed on the children working together as a team. The teacher's role will include guiding groups through their project and reminding children of the skills learnt in prior units, while supporting pupils wherever necessary.

### Lesson Format

The first lesson of the unit will introduce the task and allow a discussion between the whole class about possible ways to incorporate the software and skills they have experienced. This planning stage will also allow children to split into groups to begin their projects.

The lessons that follow should be introduced with a recap of the project so far, asking groups to feedback their progress, and outline which tasks each individual will plan to do in the forthcoming lesson.

The final lesson should bring together the work from individuals within each group before giving them the opportunity to present finished or final projects.

## Year 4 Project: My Cartoon Character

This project can be completed in a number of different ways depending on the children's prior experience of specific software, or the guidance of an adult or teacher. Allow the children to work and discuss ideas in their groups before offering assistance with the Activity Sheets if possible. This will encourage the children's own original ideas and a problem-solving focus.

An emphasis is placed on children choosing the software they feel familiar with or the most skilled at using, as well as what would be appropriate for the activity in hand.

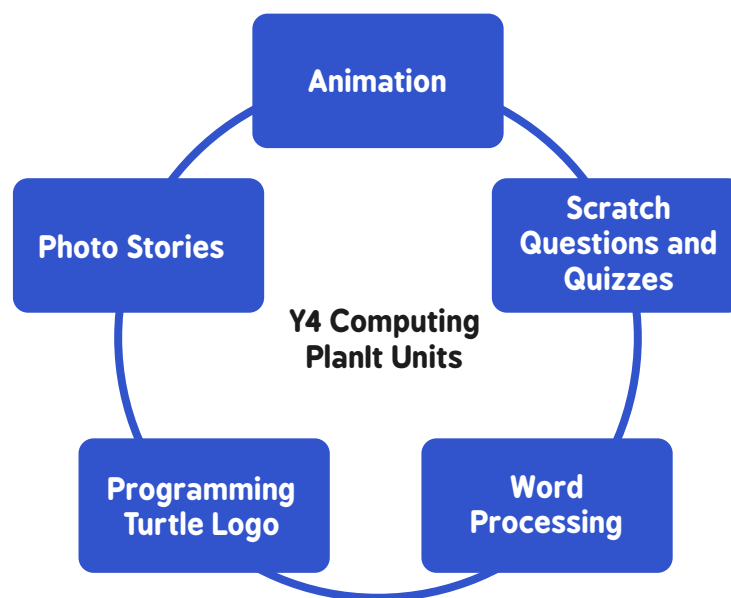
Suggested ideas (which children may be able to combine):

- A comic strip using desktop publishing, featuring hand-drawn or computer generated images of a character in a story setting.
- A 'movie' featuring still images and a recorded commentary to tell a story. This could also use either hand-drawn or computer-generated images of a character and backgrounds.
- A 'true' animation using animation software such as Pivot Animator or FluxTime Studio.
- A Scratch-based animation using an existing, edited or new Scratch sprite on a background with coding to create action, sound or a story.

Suggested ideas (which children may be able to combine):

- **Scratch:** Children could select one of the existing Scratch sprites as their new cartoon character. Editing could be done using the picture editor feature to make the character unique. Scratch could then provide an ideal platform for animating the character or using it as a basis for a quiz.
- **Movie Maker:** A series of photos or still images could be used in Movie Maker with an added commentary to tell a story. Alternatively, a 3D model could be created using clay or other materials with a view to create a stop-motion animation.
- **MS Publisher:** In the Year 4 Photo Stories PlanIt unit, children were taught to use desktop publishing software to create a comic strip. This still-image story could be used as the basis for a cartoon character adventure, either with hand-drawn or computer-created images.
- **Paint:** A cartoon character or other elements of a story, such as a background, could be created in simple paint software. Images created could then be used in other documents such as a desktop publisher or word processor.
- **Animation software:**
  - PivotAnimator could be used to make a stick-man cartoon character.
  - FluxTime Studio could make use of an existing background and set of character options to create a new cartoon.
- **Microsoft Word:** Children could make use of their learning in Microsoft Word to write a story or to write other descriptive text to accompany their cartoon character.

Projects should aim to include, but not be limited to, as much of the software as possible that has been used during previous units within the year. This provides the opportunity to apply skills learnt in each to a new, meaningful context.



## Hand-drawn Images









If children choose to create characters drawn by hand, there are various options to convert these into a digital picture file to use in their choice of computer software. One suggested method, for the best quality image, would be to scan images and save them to a computer or network. If this is not an available option, images could be photographed using a camera or tablet.



# Using and Applying Skills: My Cartoon Character

<p><b>Aim:</b> Select, use and combine a variety of software to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p>Children choose from a variety of software to design and create a new cartoon character, adding a story or description along with other elements before deciding how to present their work.</p> <p>I can use appropriate software to design, create and present details of a new cartoon character.</p>	<p><b>The Big Question:</b> Can you create your own new cartoon character?</p> <p>Y4 Using and Applying Skills Computing Project: to be completed over a series of lessons.</p>	<p><b>Resources:</b> <b>Lesson Pack</b></p> <p>PC or laptops with relevant software installed including; MS Office, Movie Maker, Scratch or chosen animation software</p> <p>Access to the Internet</p>
<p><b>Success Criteria:</b></p> <p>I can design and create an original character using appropriate software.</p> <p>I can use appropriate software to tell a story involving my new cartoon character.</p> <p>I can use other software to create an additional description or other materials linked to my character.</p> <p>I can combine software to present information about my character.</p>	<p><b>Key/New Words:</b> Cartoon, character, animate, research, story, plan, design, create, draw, narrate, evaluate, present, personality, description.</p>	<p><b>Preparation:</b> <b>Creating a Cartoon Character Activity Sheet</b> - as required</p> <p><b>Cartoon Software Ideas Activity Sheet</b> - as required</p> <p><b>Project Evaluation Activity Sheet</b> - 1 per child/group</p>

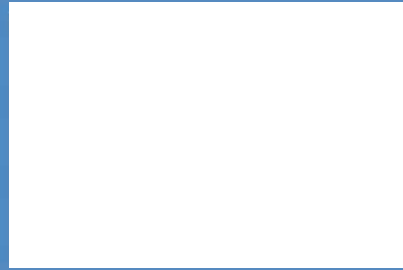
**Prior Learning:** Children will have been taught the skills in all or most of the other Year 4 units before Using & Applying, including Photo Stories, Animation, Scratch and Word Processing.

## Learning Sequence: to be completed over a series of lessons

	<p><b>Beginning – Cartoon Character:</b> Introduce the Big Question. 'Can you create your own new cartoon character?' As a fun starter activity, ask children to work with a partner to name as many cartoon characters as they can in one minute. Discuss and feed back ideas on what will be involved in creating a new character. How will a computer be of help? Once you have created your character, what else might be required to accompany them? (i.e. a story, a description, an idea of their personality, or an idea of their friends or enemies)</p>	
	<p><b>Preparing – Design and Draw:</b> Split the class into partners/groups/teams. Their first task is to select, draw or design a character. At the same time, a decision will be needed on what software to use for their character and their story. Present and discuss options using the <b>Creating a Cartoon Character</b> and <b>Cartoon Software Ideas Activity Sheets</b>, if required.</p>	
	<p><b>Exploring – Story, Description and Other Features:</b> Once they have created a character along with some ideas for a story, the pupils need to consider what else could be produced to inform an audience about them. Some ideas may include creating a character profile or description, a description of the characters' friends or enemies, or maybe inventing merchandise or an advertising idea.</p>	
	<p><b>Reviewing – Evaluate and Present Your Project:</b> Each group should use the <b>Project Evaluation Activity Sheet</b> to evaluate their own work as a group. Their characters, cartoons or other project ideas can then be presented to the rest of the class for other groups to appraise. <i>Can children use and combine software to present information in different ways?</i></p>	

	<p><b>Supporting</b></p> <p>Use the <b>Create a Cartoon Character Activity Sheet</b> to support children with initial design ideas.</p> <p>Use the <b>Cartoon Software Ideas Activity Sheet</b> to support children with choosing software for their cartoon or story.</p>
	<p><b>Extending</b></p> <p>Challenge children who have been able to complete their tasks to research or create additional materials. Encourage the process of editing and improving to refine their project.</p> <p>Use the <b>Challenge Cards</b> to further improve and extend the groups' projects.</p>

<p><b>Masterit</b></p> <p><b>Searchit:</b> Search for existing cartoon characters and find out about when they were created, who designed them and any other interesting information.</p> <p><b>Animateit:</b> Use an extra or different choice of software to create a separate animated story involving your character.</p> <p><b>Previewit:</b> Make a 'movie trailer' using pictures or animated clips that advertises a new movie featuring your cartoon character.</p> <p><b>Launchit:</b> Plan a launch event for your cartoon character, deciding how to advertise it and what it will involve.</p>	
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# Computing

Using and Applying Skills



# Using and Applying Skills My Cartoon Character

# Aim

- I can use appropriate software to design, create and present details of a new cartoon character.

# Success Criteria

- I can design and create an original character using appropriate software.
- I can use appropriate software to tell a story involving my new cartoon character.
- I can use other software to create an additional description or materials linked to my character.
- I can combine software to present information about my character.

# Beginning – Cartoon Character



The Big Question: Can you create your own new cartoon character?

Work with a partner, you have just one minute to name as many cartoon characters as you can!

If you're going to create your own, new character, what do you think you will need to do?

How will a computer be of help to you?

What kinds of software might be useful?

Once you have created your character, what else might be required to accompany them? (i.e. a story, a description, an idea of their personality, or an idea of their friends or enemies)



# Preparing – Design and Draw



The first task is to select, draw or design a character.

At the same time, you will need to decide on which software to use to create your cartoon character and their story.

Make a plan for who will do what.

Consider everyone's strengths and preference, in order to work as a team.

Who needs to work on a computer and who can carry out other tasks?





# Exploring – Story, Description and Other Features



Once you have created a character along with some ideas for a story, you need to consider what else could be produced to inform an audience about them.

Some ideas may include creating a character profile or description, a description of their friends or enemies, or maybe inventing merchandise or an advertising idea.



# Reviewing – Evaluate and Present Your Project



At the end of the project, each group should use the Project Evaluation Activity Sheet to evaluate their own work.

Afterwards, these can be presented to the rest of the class along with your character and all the work you have done to accompany it.

## Project Evaluation

Evaluate your project:

Give a description of your character/characters:

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What software did you use to create the character and other related materials?

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What is the best thing about your final product/work?

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What needed more work? What could have been done to improve it?

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What was the most interesting? What were your tasks?

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What would you do differently if you were to start your project again?

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What other comments would you make about the project?

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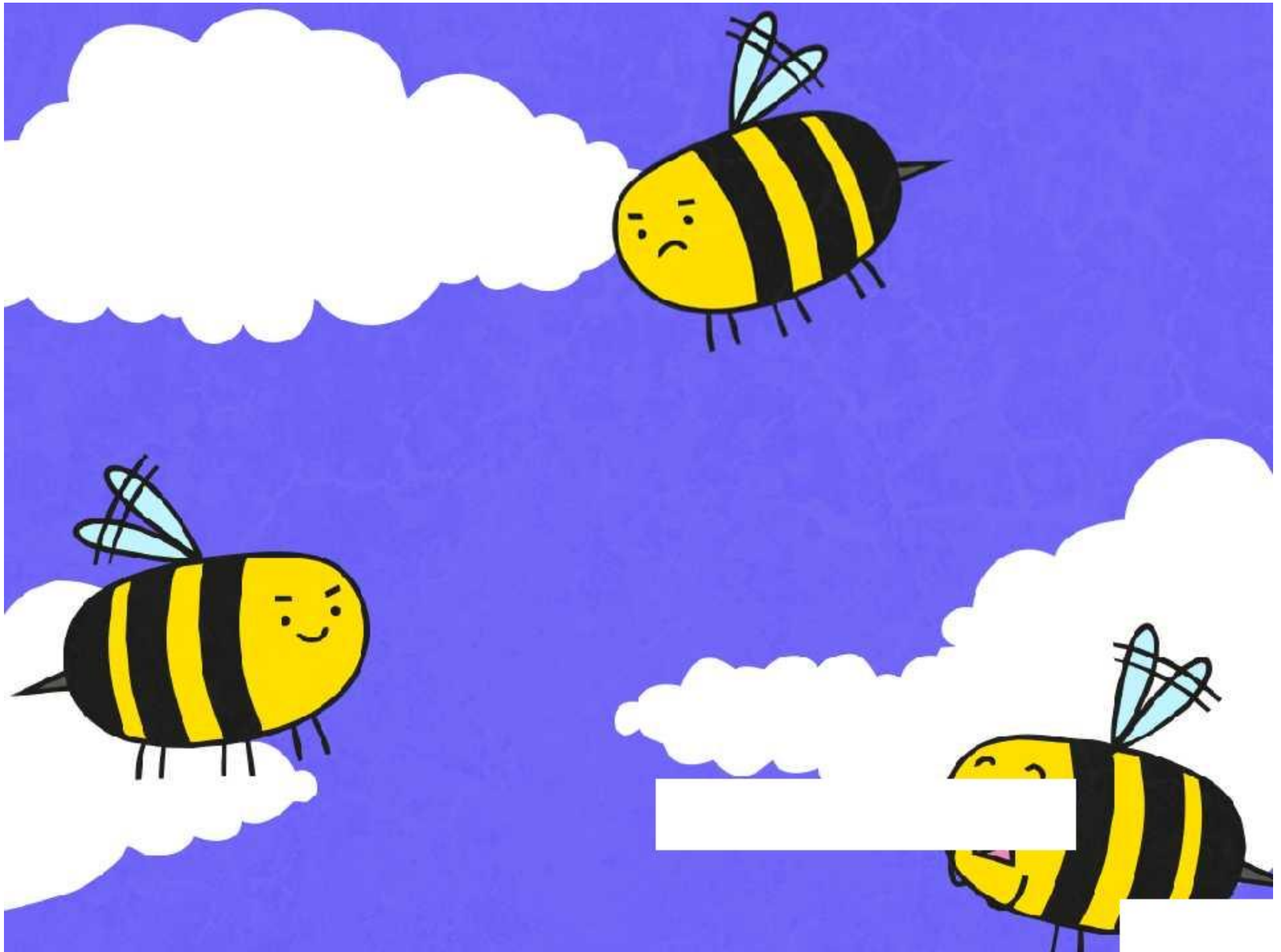
# Aim



- I can use appropriate software to design, create and present details of a new cartoon character.

# Success Criteria

- I can design and create an original character using appropriate software.
- I can use appropriate software to tell a story involving my new cartoon character.
- I can use other software to create an additional description or materials linked to my character.
- I can combine software to present information about my character.



# Cartoon Software Ideas

Could you try to use any of these ways to tell a story featuring your own character? You could even try a combination of more than one.

## Comic Strip

Using desktop publishing software (e.g. Microsoft Publisher), you could create a comic strip layout.

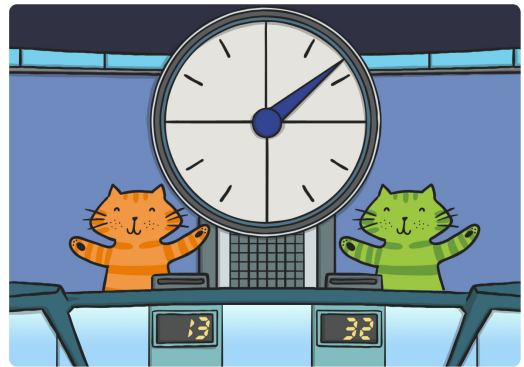
You could use screen-shots, hand-drawn images (that are then photographed or scanned) or computer-generated pictures of your character, with accompanying text boxes and speech bubbles to narrate your story.



## Scratch Animation

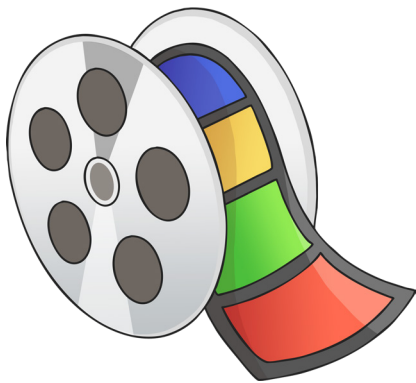
You could select or adapt an existing Scratch sprite.

You could use code blocks to make the character move and speak to tell your story.



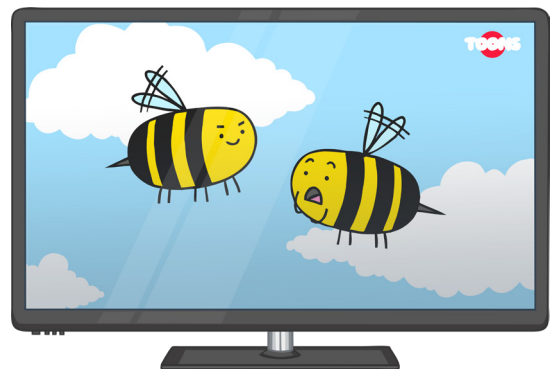
## Movie Maker

Using photos or scanned drawings, you could use movie software, such as, Movie Maker or a similar app for tablets. You could create a collection of still images and then record a commentary to tell the story.



## Other Animation Software

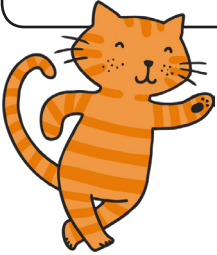
Have you used (and feel confident with) any other animation software? Could you use that to create a new animation including your character?




# Creating a Cartoon Character

If you are going to create your cartoon character yourself, rather than choose an existing image to adapt, what things do you need to think about?

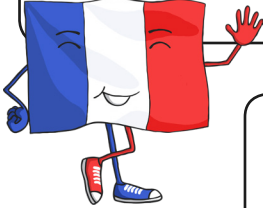
Is your character based on a particular animal?  
If so, does it have human-like features?



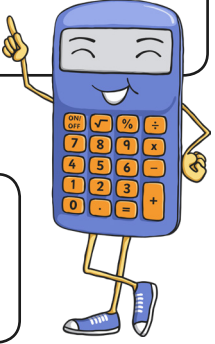
Is your character a person?  
Are they a boy or girl? Are they old or young?




Is your character based on some other object?  
Does it speak or have a voice?




What are the unique things about your character?




What do they like doing?




Do they have a name?




What clothes do they wear?



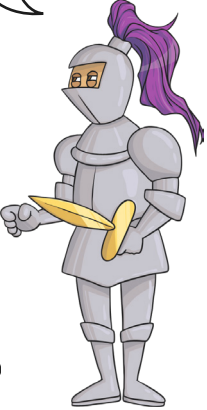
Do they have a catchphrase?



Do they have any particular friends or enemies?



What makes them different?



## Try to keep it simple!

You don't need to be a great artist to create a successful cartoon character, you just need an original, imaginative idea.

Try and use just a few plain, bold colours.

If you can't think of an idea, you could use some of the characteristics of an existing cartoon character to base your ideas upon or maybe mix some ideas from a few different characters.

# Project Evaluation

## Evaluate your project:

Give a description of your new cartoon character:

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What software did you use to create the character and other related materials?

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What is the best thing about your final project and why?

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What needed more work? What could have been done to improve it?

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What roles did everyone have? What were your tasks?

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What would you do differently if you were to start your project again?

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What other comments would you make about the project?

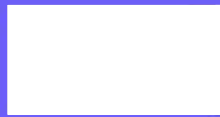
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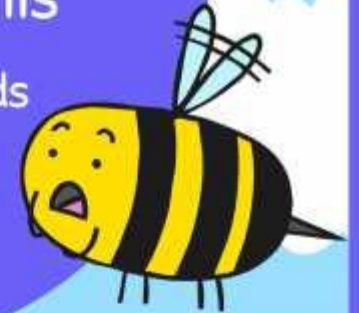
# Using and Applying Skills

Challenge Cards



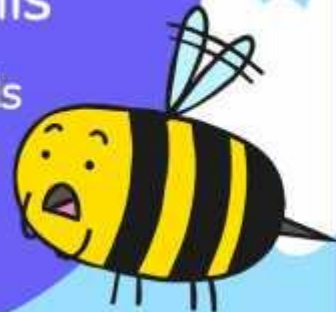
# Using and Applying Skills

Challenge Cards



# Using and Applying Skills

Challenge Cards



# Using and Applying Skills

Challenge Cards





Can you design an advert featuring your new cartoon character?

Can you use suitable software to create a logo, featuring your character's name?

Create a step-by-step guide on how to draw your own cartoon character.

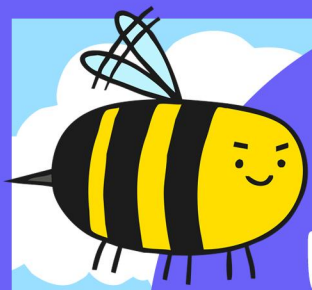
Make a PowerPoint presentation all about your character, their personality and their life.

Write a magazine review about the new cartoon character to introduce them to people.

Design an advert for your cartoon character's movie or TV show.

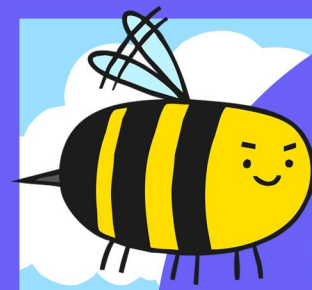
Carry out a survey to find out the most popular cartoon character. Make a graph of the results.

Use the Internet to research your favourite cartoon character. Who created them and when?



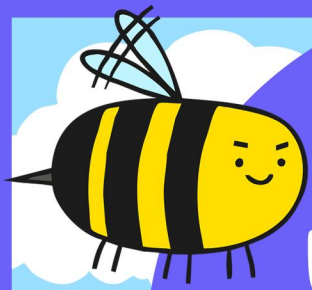
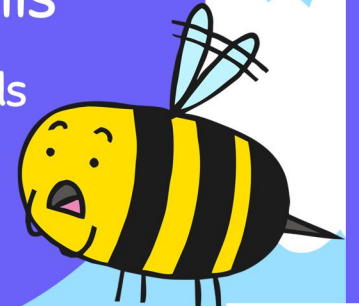
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