What I Need to Know: Y3 Computing: Creaing Media – Stop-frame animation

We nurture the curiosity to learn, the courage to lead and the compassion to care.

Name: Class:

For the next 6 weeks we are learning to use a range of techniques to create a stop-frame animation. We will then apply these skills to create a story-based animation.

Create, Communicate & Evaluate	
Create a stop-frame animation related to the Y3 Nativity play	
Question, Reason, Discuss & Explain	
Explain that animation is a sequence od drawings or photographs	
Explain why little changes are needed for each frame	
Predict what an animation will look like	
Evaluate my own and other learners' animations – explain ways to make an animation better	
Improve my animation based on feedback/self-assessment	
Know & Do	
Plan an animation – paper flip book & using iMotion app	
Draw a sequence of pictures to create an effective flip book-style animation	
Know that animation is a sequence of images	
Create a story board inc settings characters and events	

Vocabulary I need to know…
animation, flip book, stop frame, animation, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, delete, frame, media, import, transition

Opportunities to support English and maths
Use storyboard to plan stop frame animation and included settings, characters & events Draft & write narratives and plots Proof reading for spelling and punctuation errors

Curriculum Links and Enrichment Activities
• Work collaboratively with others to create a stop frame animation • Look at commercial and amateur animation sequences e.g. Morph/Aardman short films • Link animations to topic/Nativity play • Add music or text to their animation • Photography

Respect   *Responsibility*   *Reflection*   *Resilience*

Respect   Responsibility   Reflection   Resilience