

Animation

Computing
Knowledge organiser

Learning Lens:
Class: 4

Previous Knowledge

The key skills we want pupils to use during this topic:

Use computer software to design an animation

Use computer skills to create an animation

Produce a short film

Project Hook or 'Wow' memory

Watch Wallace and Gromit—animated film

How do I use Stop anima-
tion to create an anima-

Key Knowledge (answers)

What is animation?

It is the process of creating the illusion of moving images using a series of small still frames. (Children might now current animation films or characters. Know what flip boks and thaumatropes are.

How do I create a stick
figure animation?

Use Pivot animator. Create short animation moving stick figure.

How do I create a recorded
animation involving a num-
ber of moving characters
on a background?

Identify different animation methods: drawn, using models, computer generated images. Make a list. Use Movie soup to select a background and record all movement of character on backdrop—creating a short animation

How do I use structured
timing in an animation?

Understand why timing is important: matching movement to speech or other sound effects; co-ordinating movement of separate characters; introducing characters or objects at the appropriate time; changing colours or effects to fit events. Use time slider in Movie soup

How do I use Stop anima-
tion to create an anima-
tion?

Use Stop/ Go animation on I pads to model this technique. Create a story board and a background. Create frame by frame animation to produce a short film.

How do I use Stop anima-
tion to create an anima-
tion?

Continue from last week.
Share animations.

Key vocabulary

Animate

Give the appearance of movement

Animation

technique of photographing successive drawings or positions of puppets or models to create an illusion of movement when the film is shown as a sequence.

Thaumatrope / flip book

A toy consisting of 2 circles with different images which when rotated at speed merge and become 1 image.

Frame

A single image

Loop

Speaking over the image to match the movement

Onion Skinning

Seeing the top layer of animation—frame you are working on with other frames underneath

Structured Timing

Shows events in order

Statutory Requirements

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.

