



Respect, Believe, Achieve

Year 3

Animation

Using ICT

Key Words

animation	Making pictures seem to move, by quickly revealing them.
storyboard	A picture plan of what your film will look like.
frame	A single still image. When these are changed rapidly, it creates the illusion of movement.
sequence	A group of frames that follow each other one by one in order.
onion skin	A see-through overlay of the previous frame, which allows you to make small changes.
continuity	The idea that the frames work together to make sense, without jumping all over the place..

What do I already know?

- I can record video and audio using a button
- I can tell stories using comic strips and programmed animation (in block code).
- I can access videos and games for learning
- I can select and combine sound clips

Our Learning Steps

1. Understanding Animation

I will use a post-it pad to make my own flip-book. I will learn about different animation techniques, including some historical methods.



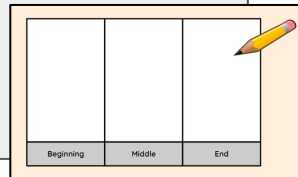
2. Frame by Frame

I will explore digital animation. I will learn to adjust an image frame by frame and use 'onion-skinning' to ensure continuity.



3. Storyboard

I will think about how I can adjust scenes to make them easier to animate. I will plan my own story.



4. Action!

I will create my animation. I will use A background, characters and props. I will review my frame sequence to make adjustments.



5. Evaluating

I will finish and reflect on my project, using a checklist to determine its effectiveness.



6. Assessment:

I can make a sequence that looks like movement.
I can check my work.
I can make changes when I need to.
I can tell a story.

