Animation

Curriculum links:

- Use technology purposefully to create, organise, store, manipulate and retrieve digital content

- Recognise common uses of information technology beyond school

- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies .

Key Knowledge:

- Understand what animation is and identify where it is used.

- Understand what Stop motion animations are.

- Know how objects move in animations.

- Understand what a frame is.

- Know how to add backgrounds to frames .

- Know that I need to move objects to create and animation.

- Use photos to create a short animation.

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Possible programs/ websites:

- iLearn2

- Scratch Jr

- Puppet Pals

- ICanAnimate Lite

- Sketch.Metademolab

- Stop Motion Studio

We should already know:

- I know how to take a photograph using a camera or tablet.

Key Vocabulary:

Animation	The art and science of making pictures or images, appear to move.
Background	The scenery or ground behind something.
Clone	A identical copy of a frame.
Frame	Each picture or image within an animation is called a frame.
Object	Something that has a fixed shape or form. You can touch it and see it but it is not alive.
Onion Skinning	It shows where the objects were in the previous frame making it easier to move the objects in a new frame.
Stop motion	A filming technique where pictures are taken as objects are moved in small steps.
Still image	An image of someone or something that does not move
Time lapse	A short film of still images that have