

Year 3

Creating Media 1: Animation

Prior Learning (Y2 Digital Photography):

Learners will learn to recognise that different devices can be used to capture photographs and will gain experience capturing, editing, and improving photos. Finally, they will use this knowledge to recognise that images they see may not be real.

Current Learning (Y3):

Learners will use a range of techniques to create a stop-frame animation using tablets. Next, they will apply those skills to create a story-based animation. This unit will conclude with learners adding other types of media to their animation, such as music and text.

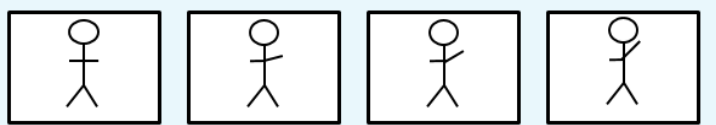
Future Learning (Y5 Video Editing):

Learners will learn how to create short videos by working in pairs or groups. As they progress through this unit, they will be exposed to topic-based language and develop the skills of capturing, editing, and manipulating video. Learners are guided with step-by-step support to take their idea from conception to completion. At the conclusion of the unit, learners have the opportunity to reflect on and assess their progress in creating a video.

Key Vocabulary

animation
flipbooks
stop-frame animation
frame
image
sequence
onion skinning
photograph
media
import
transitions

Frames



Each of the pictures that you take to make your animation is called a frame.

When these frames are played together, it looks like the picture is moving.

Adding Media

We can add different types of media to animations, including:

- Music
- Photos
- text
- Transitions



My Movie



What is animation?

An animation is where a number of pictures are drawn or taken of an object or picture, and the pictures are shown quickly, which makes it look like the object or picture is moving.

A successful animation often has a beginning, middle and an end. It also makes sure it has consistent characters and setting. This is usually planned using a storyboard.

When creating an animation, it is important to **be consistent** and **be careful**.

Key Questions:

- Can a picture move?
- What is animation?
- why are little changes needed for each frame?
- How does onion skinning help to create an effective animation?
- How can we add other media to our animations?

- Use the same characters
- Use the same background
- Keep your I Pad in the same place
- Keep your background in the same place

- Use onion skinning
- Move your characters a small amount each time
- Check the picture on the screen before you take a photo
- Take care not to move anyone's iPad
- Take care not to move anyone's background