Curriculum Coherence – Year 4 Computing

Term 2	Animation/Presenting Information	
INTENT	**IMPLEMENTATION**	**IMPACT**

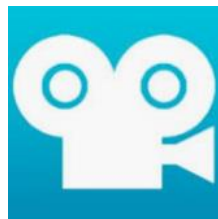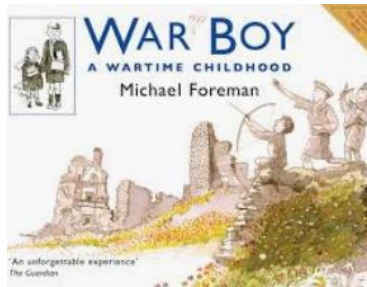| INTENT	IMPLEMENTATION	IMPACT
KNOWLEDGE **ANIMATION** *-Understand early forms of animation in History before computers and how computers have changed animation techniques.* *- Learn how to make a stick figure animation using joints and pivots.* *- Create a recorded animation introducing a background and moving characters.* *-Timings of animations can be edited and effective.* *-Understand how animations are recorded and edited using different sources such as cameras and iPads.* *-Understand how stop motion animation and frame by frame filming works to create a final animation.* *-Understand how different software works and evaluate its effectiveness against other software.*	**ACTIVITIES** **Creating an effective animation** **Lesson 1** – WALT: Understand the history of animation. Chn explore a range of different forms of animation spanning through history. Chn create their own flip book. **Lesson 2** – WALT: animate a figure. Chn tinker and explore joints, pivots and movement within a figure to create an animation which shows realistic movements. **Lesson 3** – WALT: create a frame by frame animation. Chn use Pivot animator to create their own frame by frame animation introducing more than one figure and using 'onion skinning' to make timely movements. **Lesson 4** – WALT: create a storyboard. Chn understand how important planning and storyboarding is to create an animation. Chn plan and create their own storyboard for their own stop motion animation. **Lesson 5** – WALT: create an animation using an app based program. Chn use cameras and a stop motion app to create their own stop motion animation. Lesson 6 – WALT: evaluate and edit. Chn peer and self-assess their evaluation. Chn edit their frames and timing to improve their final animations.	**OUTCOMES** **Creating an animation** **PUPILS will know** -what an animation is -how to animate a frame by frame stop motion animation. **will be able to** - Describe one or more types of animation. - Use onion skinning to make slight changes to an image. - Compare different animations and types of animation. - Edit and refine images and frames. **will understand** -I can create a series of linked frames that can be played as an animation. -I can evaluate my work and improve its effectiveness. -I can evaluate the effectiveness of different animation software. -I can make adjustments to the time and speed of my animation.
VOCABULARY Animation, animate, animator, screen, frame, stop motion, sequential images, frame by frame, script, storyboard, zoetrope, position, figure, background, loop, onion skins,		
SKILLS • Real time collaborative editing • Evaluating digital content • Describing elements that make a successful animation • Designing a game setting and characters to fit with a selected theme • Uploading images or use drawing tools to create backgrounds/sprites • Evaluating their own and others' animations to help improve their design		**NEXT STEPS IN LEARNING**

LINKS
History – Links to WW2 topic when designing their animation ideas.
English – writing a script for their Morfo video, speaking clearly. Instructions writing for their game.