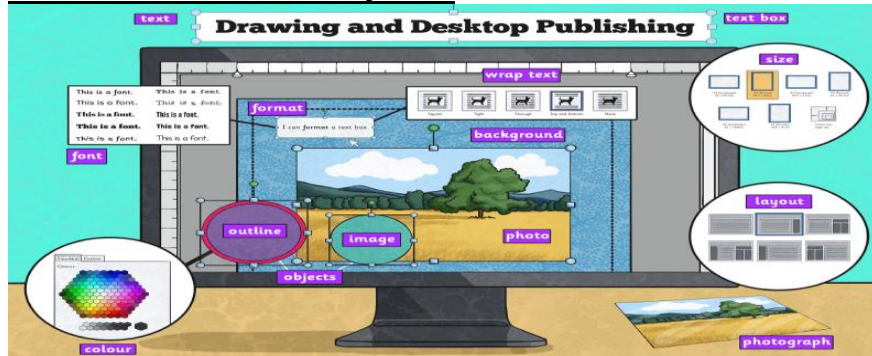


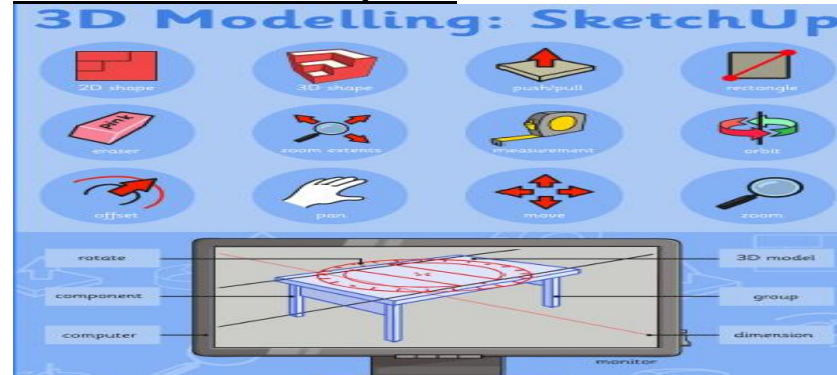
Year 4 – Animation

What it looked like last year...



- Access appropriate program to achieve a specific task;
- Switch between program tools to produce different techniques;
- Alter the formatting of a tool to adjust the colour or size.

What it looks like next year...



- Draw 2D shapes or lines.
- Draw simple 3D models.
- Manipulate 2D shapes into 3D shapes.
- Import 3D models from the 3D warehouse.

Vocabulary (definitions)

Frame Rate
 Loop
 Analyse
 Evaluate
 Zoetrope
 Thaumatrope
 Flip Book
 Animation
 Zoopraxiscope
 Stereoscope
 Stop Motion

Sequence of Learning

1. **History of Animation** (I can describe early forms of animation)
2. **Stick Figure Animation** (I can create stick figure animation)
3. **Recording Movement of Characters** (I can create and record movement of characters)
4. **Structured Timings** (I can use a time slider to set animations)
5. **Stop-Motion Animation** (I can create a stop-motion animation film)
6. **Evaluate Animation Techniques** (I can analyse and evaluate)

Cultural Capital

- To be able to understand the basic function of how to animate on a computer.
- The real life knowledge that links is: how animation is used in computing
- The jobs it can be used in are: animator, producer, web designer.