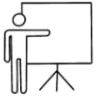




Year 5 – Animation

<p>Concepts</p>	 <p>Presentation Expressing ideas</p>	 <p>Systems Knowing how to create and use programmes</p>	 <p>Digital World Knowing how to use a range of technology</p>
<p>Curriculum Objectives</p>			
<ul style="list-style-type: none"> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 			
<p>Learning Overview</p>			
<ul style="list-style-type: none"> Children will learn how to create a Stop Frame animation using a series of still photographs by changing the position of the characters in each photograph. Explore different stop frame animations and learn how they differs from the animation they have used in Year 1 and 3 (2Animate). Stop frame allows us to use any medium to create an animation and does not require drawing skills. Know that stop frame animation can be created using a lot of different tools including camera, iPads, movie cameras and even PowerPoint! Children will use the topic learning to plan their animations on paper and think about the positioning of each frame and what they want the viewer to see. Once planned, children will start to make their props for their animations. When the filming starts it is important to discuss: <ul style="list-style-type: none"> -‘framing’ and keeping each frame as close as possible to the last. -Number of frames – more frames the more realistic the end result -Playback speed – FPS (frames per second) and how this changes the view of the final animation. 			

