

Summer 1 Year 3 – Stop Frame Animation

Computing Concepts



Presentation

Presentation
Expressing ideas



Systems

Systems
Knowing how to create and use programmes



Digital world

Digital World
Knowing how to use a range of technology

Curriculum Objectives

- 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
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Learning Overview

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.

Lessons will cover:

- Can a picture move?
- Frame y Frame
- What's the story?
- Picture perfect
- Evaluate and make it great!
- Lights, Camera, Action!