

Year 3	2 Stop-Frame Animation
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Key Learning:

To explain that animation is a sequence of drawings or photographs

- I can draw a sequence of pictures
- I can create an effective flip book—style animation
- I can explain how an animation/flip book works

To relate animated movement with a sequence of images

- I can predict what an animation will look like
- I can explain why little changes are needed for each frame
- I can create an effective stop-frame animation

To plan an animation

- I can break down a story into settings, characters and events
- I can describe an animation that is achievable on screen
- I can create a storyboard

To identify the need to work consistently and carefully

- I can use onion skinning to help me make small changes between frames
- I can review a sequence of frames to check my work
- I can evaluate the quality of my animation

To review and improve an animation

- I can explain ways to make my animation better
- I can evaluate another learner's animation
- I can improve my animation based on feedback

To evaluate the impact of adding other media to an animation

- I can add other media to my animation
- I can explain why I added other media to my animation
- I can evaluate my final film

Vocabulary:

animation, flip book, stopframe, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition