

## Computing 3.2 Creating Media Yr 3/4 Cycle B Autumn 2

### Core Learning

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.



### Procedural Knowledge (Skills)

- Plan an animation using a storyboard
- Set up the work area with an awareness of what will be captured
- Capture an image
- Use the onion skinning tool to review subject position
- Move subject between capture
- Review a captured sequence of frames as an animation
- Add/remove media to enhance animation.

### Propositional Knowledge (Concepts)

- Identify that a capturing device needs to be in a fixed position
- Recognise that smaller movements creates smoother animations
- Explain the need for consistency in working
- Explain the impact of adding other media to an animation
- Explain that a project must be exported so it can be shared
- Explain that an animation is made up of a sequence of images

### Lesson Stages:

**Can a picture move**

**Frame by frame**

**What's the story**

**Picture perfect**

**Evaluate and make it great**

**Lights, camera, action**

### Key Vocabulary

**Animation**—where a number of pictures are drawn or taken of an object or picture, the pictures are shown quickly, which makes it look like the object or picture is moving

**Flipbook**—a booklet with a series of images that gradually change from one page to the next to simulate motion.

**Stop-frame animation**—when you photograph an object then physically move it before taking another photo

**Frame**—a single image that makes up a sequence of images

**Sequence**—more than one image to make an animation

**Onion skinning**— an editing technique used to see several frames simultaneously so you can see if the lines of a frame line up

**Consistency**—drawing your characters over and over again and making sure they look the same each time

**Media**—text, photos, music etc that can be added to a project

**Import**—to add sounds, text, photos etc to your project

**Transition**—the way that a picture moves from one frame to the next

### Sources of support

- Teach it unit and plans 3.2 (key Learning Graph )  
<https://teachcomputing.org/curriculum/key-stage-2>
- iMotion—ipad application