Y3 Computing N2K – Creating Media - Stop Frame Animation Autumn 2

Concepts

Information Technology

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Digital Literacy

Recognise common uses of information technology beyond school. Use technology safely, respectfully and responsibly.

Key Skills

- Create an effective flip book—style animation.
- Explain why little changes are needed for each frame.
- Break down a story into settings, characters and events.
- Create a storyboard.
- Use onion skinning to help me make small changes between frames.

Enquiry Questions

What is an animation?

How do you plan an animation?

How do you review your animation?



Key Vocabulary

Input – Data that is sent to a program to be processed.

Run – To action the commands in a program.

Stop Motion Animation – When a range of still images are placed together to create movement.

Onion Skin – A thin layer of the previous frame to help when drawing movement.