

# 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.