

My steps through learning:

What I will know and understand

How I will show that I know it

Steps through Learning Computing: Creating Media - Stop frame animation



Lesson 7

To know the affect of adding other media to an animation.

I can enhance my animation by adding other media.



Lesson 5

To know how to create a successful animation.

I can use onion skinning to create an animation.



Lesson 3

To know how to plan an animation.

I can create a storyboard for my animation.



Lesson 1

To know that animation is a sequence of drawings or photographs

I can draw a flip book - style animation.



What should I already know

- How to use technology safely and respectfully
- Recognise common uses of information technology beyond school.



Lesson 6
To know how to improve my animation.

I can understand and action improvements to my animation.



Lesson 4
To know how to make small changes between frames.

I can use onion skinning.



Lesson 2
To know animated movement is a sequence of images

I can create an effective stop-frame animation.

National Curriculum:

- 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

