

BWJS COMPUTING

Making an Animation Year Four

Unit Overview

This unit ...
Decomposition as a way of analysing how a programme works.

Expectations	Curriculum Links	Prior Skills
<p>Children will be able to create a simple line drawing of a figure which can be animated. Children will understand that animation is created through a series of images (or 'frames' that are run in quick succession. Children will be able to draw their own backgrounds using a different programme, and import these backgrounds into their work.</p>	<p>This unit is based on an earlier unit which linked to Moving Monsters in DT and dance. This unit could be linked to the curriculum through designing a character who needs to be moved in some way.</p>	<p>Children will have had some experience in creating art on a computer through their Year Three units. Children will have also developed some ideas about sequencing instructions carefully through their work in Scratch in Year 3 (and possibly Year 4 if that unit predates this one).</p> <p>Software Used</p> <ul style="list-style-type: none">- Pivot Stickfigure Animator.- Microsoft Paint.- SumoPaint.

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Assessment Strands Relevant to this Unit

IT

Bronze	Silver	Gold
<p>Understand that you need a username and password to log on to an ICT system.</p> <p>Understand that your username and password is private.</p> <p>Be able to log on to an ICT system independently.</p> <p>Understand that ICT communications must be used appropriately.</p> <p>Save files to a specific location.</p> <p>Create a folder</p>	<p>Understand that passwords should be difficult to guess.</p> <p>Understand how to use ICT communications appropriately.</p> <p>Report inappropriate use of ICT communications.</p> <p>Copy or move files to new locations and rename them.</p>	<p>Understand that passwords can be made of numbers, letters and symbols.</p> <p>Create your own online account.</p> <p>Independently organise files.</p>

Digital Art

Bronze	Silver	Gold
<p>Take a photo with a digital camera.</p> <p>Draw a picture using brush tools, colours and simple shapes.</p>	<p>Edit a photographic image before use.</p> <p>Copy and paste parts of an image for effect where appropriate.</p> <p>Use 3D elements in artwork.</p>	<p>Resize images when necessary.</p> <p>Combine techniques and effects within images.</p> <p>Group and ungroup objects or elements.</p>

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Animation & Video

Bronze	Silver	Gold
Record a piece of video on a digital camera. Make an on-screen character move.	Trim a piece of video using a video editor. Combine pieces of video. Control more than one character in a piece of animation. Plan and produce a piece of animation.	Use a range of transitions and effects between different pieces of video. Add backgrounds and other elements to a piece of animation. Evaluate and refine a piece of animation.

Making an Animation Year Four

	Learning Objectives	Key Skills	Concepts	Lesson Content
1	<ul style="list-style-type: none"> - To create an animation of a stick figure. 	<ul style="list-style-type: none"> - Open Pivot. - Move part of a figure. - Add a frame. - Play a sequence of frames. - Delete a frame. - Save an animation. 	<p>Animation is the effect of seeing a large collection of still images in quick succession. The technology that helps to create animation has changed enormously over the years, but this essential concept is the same.</p>	<p>Introduce unit to children, and explain what Pivot Stickfigure Animator is. Link back to the work done in Year 3 with Roamers and Logo.</p> <p>Bring up Pivot and show the stickman. Talk through the figure's composition – he is made of circles and lines. Show how the figure can be moved around on screen and placed into different poses. Then show how to add a frame to create an animation.</p> <p>Allow children time to experiment with the features they have seen. Challenge them to create an animation of a figure moving.</p> <p>Save animations to finish.</p>
2	<ul style="list-style-type: none"> - To animate a chosen figure type. 	<ul style="list-style-type: none"> - Select a different figure type. 		<p>Load up Pivot like last week. Show children how to load a new figure (and discard the stick man). Look at some of the figures on offer. Talk through how they are made, and the differences between them and the stickman.</p> <p>Like last week, allow children time to play with a figure of their choice, and create an animation which shows a sequence of movements.</p> <p>Save animations to finish.</p>
3	<ul style="list-style-type: none"> - To create an animation involving two figures. 	<ul style="list-style-type: none"> - Move a figure to a new starting position. 		<p>This week, we are constructing more complex animations. Show children how to place two figures onto your canvas – it could be two the same, or two different.</p> <p>To create an animation, both figures will need to move – children will need to think about the sequencing of their movements, and how the figures relate to each other.</p> <p>Allow children time to choose two figures and create animations of their own.</p> <p>Save animations to finish.</p>

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4	<ul style="list-style-type: none"> - To create a new background for an animation. 			<p>Tell children that, from this point in, we're going to be a little more creative with our animations – we will be designing our own figures, and placing them on our own backgrounds.</p> <p>In this lesson, children will be creating their own backgrounds. What programmes might we use to do this? [MS Paint or Sumo Paint – children will have used both in Year Three]</p> <p>Remind children of their options, and let them create their own monster backgrounds in the programme of their choice.</p> <p>[See 'Making A Piece Of Digital Art' in the Year Three planning folder].</p> <p>Children will probably need reminding how to save their work in Sumo Paint – remember to save to My Computer as a jpg file.</p>
5	<ul style="list-style-type: none"> - To create a new figure type. 	<ul style="list-style-type: none"> - Load a new background. - Create a new figure type. - Add new lines to a figure. - Change the width of a line. 		<p>Open Pivot and show children how to load a background – this will be their first task, using the background they created last week.</p> <p>Show children how to create a new figure type. Their main task for today will be to design their figure using new lines or circles of varying widths and colours.</p> <p>Allow children time to do this.</p> <p>Then, show children how to place their figure onto their canvas. Create the first frame of an animation, then save to finish.</p>
<p><i>If you want to share your animations together, create a Picasa gallery in advance of this lesson. Instructions for Picasa can be found in your ICT Guidebook.</i></p>				
6	<ul style="list-style-type: none"> - To animate a monster on a background. 	<ul style="list-style-type: none"> - Open an animation. - Save an animation as a gif file. - Upload to a Picasa gallery. 	<p>We can use an online gallery to share our work. Because these animations are our own creation, it is perfectly acceptable for us to share them in this way.</p>	<p>Today's task is to animate your figure on your background to complete the unit. Show children how to open their work from the last session, and allow them as much time as possible to work independently.</p> <p>Towards the end of the session, show children how to save their work as a gif file. Then, ask children to upload their figures to a Picasa gallery for sharing.</p>