



Boarshaw Community primary school - Flexible Friday Lesson Plan

<b>Enrichment Activity: Animation</b>	<b>Description: Children to create an animation.</b>	
<b>Objectives:</b> KS1 objectives: Children use technology purposefully to create, organise, store, manipulate and retrieve digital content Children can recognise common uses of information technology beyond school KS2 objectives: Children can use sequence, selection and repetition in programs. Children can select, use and combine a variety of software on a range of digital devices to design and create a range of content that accomplish given goals.	<b>Date: Spring Term</b>	<b>Duration: 60 minutes sessions per week.</b>
<b>Programme of Study: Computing</b>		
<b>Progression of Learning and Teaching: Key Teaching Points</b>		<b>Resources needed</b>
<b>Week 1:</b> Introduce children to animation look at some animations that have been made e.g. Wallace and Gromit, Morph. Ask children how they think these animations are made. Explain to children that it is a series of pictures that are then put together really quickly to make what appears to be moving pictures. Show children 2animate on the computers- teach skills in how to drag and drop page and then move aspects to make a short animation. Children to experiment with the different tools and make a short animation. Share animations with the group at the end of session and talk about evaluation points, what can we improve, what have we learned to do, what would we like to know how to do?		Computers internet Projector
<b>Week 2:</b> Explain to children that they are going to make an animation using dough figures that they will move to create an animation. Watch a clips from <a href="http://www.dailymotion.com/video/x2omu71">http://www.dailymotion.com/video/x2omu71</a> to show children how Wallace and Gromit is made. Children to then think of an animation based on the STEM week theme. Children to think about an animation and make all the different play dough aspects that they need.		Dough Modelling tools Computer and projector
<b>Week 3:</b> Show children how to use stop motion animation app on the iPad. Model to children how we need to move the figures really slowly and lots of pictures to make the animation. Model how not to make it moving them too quickly to show children how this doesn't work. Children to then use their models that they created last week to create a short animation. Remind children of the story/theme they developed last week. Share children's animation and discuss evaluation points.		Dough iPads iPad stands
<b>Week 4:</b> Share children's animations that were created last week. What could we add to them to make them even better? Model how they can add sound to their animation to make it better. Children to then record in the app a sound file and change the speed of the animation to make it fit to the sound file. Share children's animations and discuss evaluation points.		Dough iPads iPad stands Microphones
<b>Week 5:</b> Children to use all the skills they have learned to create a Lego movie. Using Year 2 story Lego building resources children to build their own characters etc and record using stop motion against the green screen so they can put in a back ground. Children to record their animation and then add a sound file.		Lego iPads iPad stands Microphones,
<b>Week 6:</b> Share work. Children to share their animations with the group on the large screen. Discuss what went well and what they would like to improve next time. Praise and reward session for outstanding animators.		Projector Computers Certificates.
<b>Outcome:</b> Children will understand how to create a simple animation. They will be able to add a sound file into an animation.		

