



Linked learning theme: Year 3 – Autumn 2

Computing – Creating media – Stop-frame animation

Prior Learning

- In year 1, learners will have explored how to programme animations using Scratch and block coding techniques. During this unit of work, the children will expand their known methods of creating animation by using purpose-specific apps.

Core knowledge

Learners will use a range of techniques to create a stop-frame animation using tablets. Next, they will apply those skills to create a story-based animation. This unit will conclude with learners adding other types of media to their animation, such as music and text.

Key skills

- Investigate non-digital methods of creating animations.
- Create digital animations using concepts developed in non-digital projects.
- Plan animations that can be reasonably created.
- Develop consistency in animation to polish a final product.
- Apply feedback to an existing animation.
- Enhance animations using a range of media.

Vocabulary

Animation

Consistency

Flip book

Media

Onion skinning

Stop-frame animation

Stop-motion animation

Learning Outcomes

- To explain that animation is a sequence of drawings or photographs.
- To relate animated movement with a sequence of images.
- To plan an animation.
- To identify the need to work consistently and carefully.
- To review and improve an animation.
- To evaluate the impact of adding other media to an animation.