

Lyng Primary School Knowledge Organiser

Information Technology



Autumn 2

Animation

Year 4

Topic: IT

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| What Goldilocks and Step On words will I use? | |
| **Spelling** | **Defintion** |
| Animation | A process by which still pictures move. |
| Flipbook | A book with pictures drawn in a way that makes them appear to move when the pages are flicked. |
| Frame | A single image in an animation. |
| Onion skinning | A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly. |
| Background | A non-moving image that appears behind the animated images. |
| Play | Press this button to make the animation start. |
| Sound | Music or oral effects that can be added to the animation. |
| Stop Motion | A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement. |
| Video Clip | A short piece of film or animation. |

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**Aims of this unit**

* Analyse, evaluate and present data and information.
* Select, use and combine a variety of software including analysing, evaluating and presenting data and information.
* Use a variety of software to design and create content that accomplish given goals such as:
* A computer animation of a stick figure.
* An animation recording with a number of moving characters.
* Structuring the timing of animation effects to create a short story.
* Stop motion animation using a webcam or digital camera and associated software.

**Safeguarding**

Filtering and monitoring system is in place. Children will use their own log in details to track any misuse and to protect the child from harmful websites and pop ups. Children will be reminded of how to stay safe online and to use technology safely and respectfully and to tell a trusted adult if there is anything on their computer that makes them uncomfortable. When using the iPads, the monitoring software will track which iPad has been used to enable us to know which class has used the iPad.

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| Outcomes |
| **All children**   * Create a series of linked frames and control and adjust a time slider * Insert images to create a simple stop-motion animation. * Evaluate animation software.   **Most children**   * Make slight changes to an image using onion skinning * Use a time slider to find a specific point in a film clip. * Edit and refine images.   **Some children**   * Edit images using onion skinning. * Use a time slider to animate multiple objects simultaneously. * Use a webcam to create their own images to create a stop motion animation. |

Spring Term 1

Animation

**In this unit…**

Children will look at the history of animation and will research early animation techniques used before the use of computers. They will then look at a range of animation software and will incorporate the different techniques into their own animation of Lego bricks and characters.

**Agreed outcome:**

A short clip of lego figures moving