



# Year 5 Computing - Animation

## Prior learning:

Year 1 and year 2 taking photographs with IPADS

## Links:



record

play

timeline



## Key skills

- To evaluate existing types of stop motion animation and understand how the process works
- To be able to plan a short animation by storyboarding
- To use the app 'I Can Animate' on ipads to create an animation
- To evaluate and refine the animation, adding in or deleting frames
- To add a soundtrack and/or narration
- To explain how your work could be improved

## Vocabulary

<b>animation</b>	A way of making a movie from many still images, played together at a fast speed to give the illusion of movement.
<b>background/scenery</b>	A flat piece of artwork that is the setting in an animation.
<b>character</b>	The people or animals in an animation.
<b>credits</b>	A list of the cast and crew involved in making the animation.
<b>dialogue</b>	Words spoken by the characters.
<b>duplicate</b>	Exactly the same as something else.
<b>export</b>	Send a file to another type of software
<b>frames/second</b>	The number of still images which are played per second.
<b>icon</b>	A symbol on screen which represents something.
<b>narration</b>	A verbal explanation of what is happening.
<b>union skinning</b>	Being able to see more than one frame at a time on the software.
<b>props</b>	An object used as part of the setting.
<b>software</b>	Programs used by a computer e.g. I Can Animate
<b>soundtrack</b>	Musical accompaniment for an animation.
<b>storyboard</b>	Set of illustrations in order to use as a guide to the story of an animation.
<b>stop motion (stop frame)</b>	The process of filming characters one frame at a time, moving them in between frames to look as if they are moving.
<b>webcam</b>	A video camera connected to a computer.