

**Medium Term Plan – Computing – Media – Basic Stop Motion**

**N.C POS**

- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behavior; identify a range of ways to report concerns about content and contact
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content

**Concept:** change, information, communication, technology

**Strand/s covered in unit:** Information Technology and Digital Literacy

**Prior Learning:**

**Core Knowledge- non-negotiable- specific knowledge must be identified here**

- Understand and explain what a stop motion animation is
- Recognise that animators use 2D drawings, 3D models, and everyday objects in their creations and stop-motion
- Understand what elements an animation usually has in it (I.e narrative and characters)
- Be able to create a storyboard
- Evaluate the quality of a 2D animation and make improvements

**Wider Influences:**

- Famous animators – Nick Park, Wallace and Gromit
- 2D stop motion animations, e.g. Peppa Pig, Early Disney – Snow White, The Jungle Book, The Little Mermaid
- Software/Apps, i.e Stop Motion Studio, DragonFrame

**Enduring Understanding:**

- To understand and be able to explain what a stop motion animation is
- To understand how 2D stop motion animations are created