Medium Term Plan – Computing - Animation

N.C POS
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behavior; identify a range of ways to report concerns about content and contact
- Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration

Concept: cause and effect, change, information, communication, technology, patterns, invention

Key Vocabulary: animation, frames, slider, stop-motion, refine, claymation

Prior Learning: acquire, retrieve and store images, modify images in a paint program uses various tools for purpose, create a sequence of images to form a stop motion animation,

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

- Understand and explain what is meant by animation.
- Understand that a series of link frames can be played as a short animation.
- Understand how to adjust a time slider to locate a different point in a film clip.
- Know how to use 3D objects such as, Lego® or Clay (claymation), in an animation
- Describe one or more traditional methods of animation.
- Compare different animation software by analysing good and bad points.

Wider Influences
- **Famous animators (Walt Disney/Nick Park/Stuart Blackton)**
- **Changes to animation over time – from drawings to CGI (computer generated imagery).**

Enduring Understanding
- **Understand that animation is a sequence of pictures that are manipulated to appear as moving images.**