



Animation

Animation Workshop

Introduction

Animation is an immensely important aspect of children's culture. In the Animation Workshop children can gain an understanding of how some of the different styles of animation are created. They are encouraged to make animations, which can be great fun and can help children develop concentration, patience and determination, and reinforce their understanding of story structure.

Aims

To teach children the names and characteristics of different styles of animation.

To help children understand the animation process and create their own fictional characters.

Interactive task

- a. Here children have to make a character dance by moving parts of the character, frame by frame. The activity shows that animated films are made up of single frames run at a particular speed to create a moving image.

Scrapbook activities

- b. **Moving Pictures**

How to make a thaumatrope or a flip book

- c. **Animated Animals**

Tips from top animators on how to create a cartoon creature

- d. **Animation**

Guidance through the process of making a short stop frame animation



Curriculum links

QCA Schemes of Work

Art and Design Unit 6A People in action (b,c)

ICT Unit 3D Exploring simulations (a)

National Curriculum

KS1 Art and Design

- 2a** investigate the possibilities of a range of materials and processes (a,b,c,d)
- 2b** try out tools and techniques and apply these to materials and processes, including drawing (a,b,c,d)
- 2c** represent observations, ideas and feelings, and design and make images and artefacts (b,c,d)
- 4a** visual and tactile elements, including colour, pattern and texture, line and tone, shape, form and space (b,c,d)
- 4b** materials and processes used in making art, craft and design (a,b,c,d)
- 5a** exploring a range of starting points for practical work (a,b,d)
- 5b** working on their own, and collaborating with others, on projects in two and three dimensions and on different scales (a,b,c,d)
- 5c** using a range of materials and processes (a,b,c,d)

KS2 Art and Design

- 2a** investigate and combine visual and tactile qualities of materials and processes and to match these qualities to the purpose of the work (b,c,d)
- 2b** apply their experience of materials and processes, including drawing, developing their control of tools and techniques (b,c,d)



Animation

- 2c** use a variety of methods and approaches to communicate observations, ideas and feelings, and to design and make images and artefacts (b,c,d)
- 4a** visual and tactile elements, including colour, pattern and texture, line and tone, shape, form and space, and how these elements can be combined and organised for different purposes (b,c,d)
- 4b** materials and processes used in art, craft and design and how these can be matched to ideas and intentions (a,b,c,d)
- 5a** exploring a range of starting points for practical work (a,c,d)
- 5b** working on their own, and collaborating with others, on projects in two and three dimensions and on different scales (a,b,c,d)
- 5c** using a range of materials and processes, including ICT (a,b,c,d)

KS1 ICT

- 2d** to try things out and explore what happens in real and imaginary situations [for example, using an adventure game or simulation] (a)
- 4a** review what they have done to help them develop their ideas (d)
- 4b** describe the effects of their actions (a,d)
- 4c** talk about what they might change in future work (a,d)
- 5b** exploring a variety of ICT tools (a,d)

KS2 ICT

- 2c** to use simulations and explore models in order to answer 'What if ... ?' questions, to investigate and evaluate the effect of changing values and to identify patterns and relationships (a)
- 4a** review what they and others have done to help them develop their ideas (d)
- 4c** talk about how they could improve future work (a,d)
- 5b** working with others to explore a variety of information sources and ICT tools (a,d)





Animation

Cin literacy

Stage 1

Experiences and Activities

Use VCR, camcorder, and ICT software for sequencing and making animations (d)

Stage 2

Outcomes

Create animated sequences on film, video or ICT or in an optical toy such as a zoetrope (b,c,d)

