Creating Media- Stop-frame animation

Key Question/What will I learn by the end?

Lesson 1 – Can a picture move?

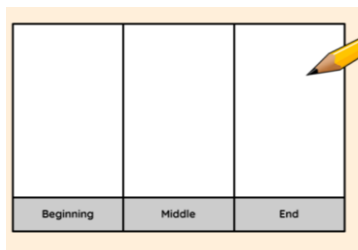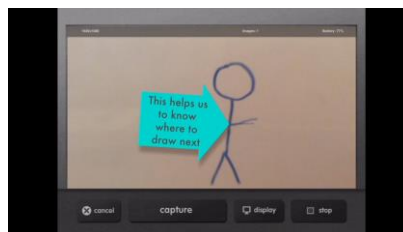**Lesson 2 – Frame by frame**

Lesson 3 – What's the story?

Lesson 4 – Picture perfect

Lesson 5 – Evaluate and make it great!

Lesson 6 – Lights, camera, action!

Visual Representations

Concept Links/Prior Knowledge

Year 2- *To know that there are different forms of digital content, i.e. text, image, video and audio. To know that we can use different types of media to convey information, e.g. text, image, audio, video. To know how to capture media with support (e.g. take photos, record audio).*

Cross-curricular Links

Links to our topic 'Heroes and Villains' – Making our storyboard based on the Greek myths that we have been reading in English or based on our history, the Iron age.

Sticky Learning

New Knowledge	New Skills
• Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	• 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.

Vocabulary (incl. equipment)

Previous	New
Programming *Creating media* *software* *Save* *Keyboard* *Mouse* *Computer* *Desktop*	*2Animate* *Stop-frame animation* *Story board* *Design and development* *Sequence* *Onion skinning*

Computer Safety (as relevant to unit)

Children to be aware of what websites they are using and only use appropriate search engines like 'Kiddle'.