

Knowledge Organiser - Year 2 Computing - iAnimate

What I should already know?

How to take pictures on devices.

Knowledge

Animation consists of characters, a stage, props, sound, text and a story.

Stop-frame animations involve physical characters, settings and props.

What I will know by the end of this unit?

What an animation is.

The premise of a stop-frame animation.

The importance of a storyboard in the story planning process.

How to create a storyboard.

That animations need to be scripted.

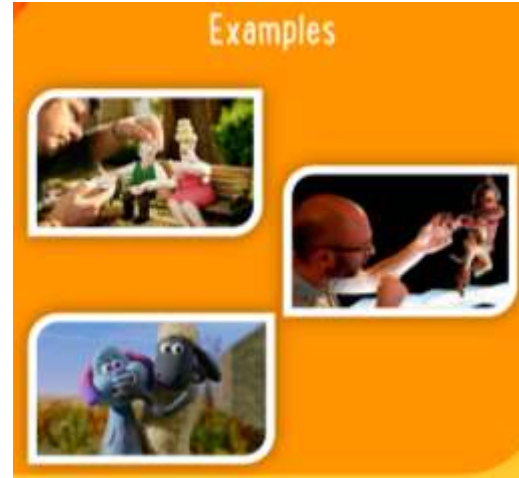
How to work collaboratively in a group to achieve a common goal.

How to create a stop-frame animation.

In Year 3 children will:

Use a range of techniques to create a stop-frame animation. They will then apply those skills to create a story-based animation. Children might add other types of media to their animation.

Examples



Vocabulary

Animation - Taking lots of pictures one after another so that it looks like movement when played back quickly.

Scene - A part of an animation where something specific happens.

Script - Exact words that will be said in an animation.

Motion - Movement.

Storyboard - A plan of a story that includes important details.

Props - Something used during an animation.