

Year 4 Unit Medium Term – Computing – Animation Project

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, similarities and differences,

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

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 short animation or slideshow.

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

- Explain what is meant by animation.
- Create a series of link frames that can be played as a short 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)**
- **Changes to animation over time – from drawings to CGI (computer generated imagery).**

Enduring Understanding

- **Be able to discuss a minimum of two different styles of animation and compare and contrast the good and bad points.**