Year   4Unit Medium Term – 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

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.
- Control and adjust a time slider to locate a different point in a film clip.
- Insert images to create a simple stop-motion animation short film clip.
- Describe one or more traditional methods of animation.
- Edit and refine images in a stop-motion animation short film clip.
- 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
- **Understand that animation is a sequence of pictures that are manipulated to appear as moving images.**