



Subject	Computing	Theme	Animation	Term	6
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What should I already know?









- How to progress from a design process to a make process.
- How to control physical systems.

What should I know by the end of the unit?

- How to discuss what makes a good animated film or cartoon.
- How animations are created by hand.
- How animation can be created in a similar way using the computer.
- How people onion skin in animation.
- How to add backgrounds and sounds to animations.
- To be introduced to 'stop motion' animation.
- How to share animation on the class display board and by blogging.

Key images

Key Images

			
Open, close or share animation.	Add or delete a frame from the animation.	Play the animation.	Switch onion skinning on or off.
			
Add a background picture to the animation.	Insert a photograph from a webcam into the animation.	Insert a sound file into the animation.	Number of frames in the animation.

Key Vocabulary	
Animation	A process by which still pictures appear to move.
Flipbook	A book with pictures drawn in a way that makes them appear to move when the pages are flicked.
Frame	A single image in an animation.
Onion Skinning	A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly.
Background	A non-moving image that appears behind the animated images.
Play	Press this button to make the animation start.
Sound	Music or oral effects that can be added to the animation.
Stop Motion	A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.
Video Clip	A short piece of film or animation.