Computing Learning Journey
Year 2 Summer First Half

2.5 We are Animators

Creating a stop-motion animation

Watch one another's animations and provide feedback

Add audio to the animation

Continue to film the animation

Start filming an animation

Create original media to use in the animation

Plan an animation

Key Vocabulary

Animation: motion picture made by creating each frame separately, then playing these back in quick succession to create the illusion of movement
Background: scenery and other unchanging elements in an animation
Character: person (or anthropomorphic animal) taking a role in an animation
Flipbook animation: an animation technique where a stick figure (or similar) is drawn in a sequence of poses on the corner of sheets in a pad of paper, which can then be flipped through to create the illusion of movement
Frame: a single photograph of the background, characters and props
Media assets: graphics, videos, audio, animations, etc. that go into media
Onion-skinning: animation tool in which the previous frame is overlaid on the current camera image to facilitate small adjustments from one frame to the next
Prop: inanimate object needed in an animation
Soundtrack: audio to accompany a film, including dialogue, sound effects and sometimes backing music
Stage: the physical area photographed for each frame in the animation, on which background, characters and props are positioned
Stop-motion: approach to animation in which each frame is photographed individually, with these frames then played back in quick succession
Storyboard: planning tool in which each scene of an animation is drawn out

Software: Stop Motion Studio (alternatives: iStopMotion, Zu3D, Stop Motion Animator)
Hardware: iPads (alternatives: Android tablets, laptop/desktop/Chromebook computers and digital cameras)

Online safety:
We have necessary filters and monitors in place when searching the internet
We know what to do if we encounter content that is inappropriate or makes us feel uncomfortable.
If we upload our work to share with a wider audience we do not identify ourselves and do so in line with school policy.
We ensure no copyrighted content is included.
If we use third-party content in our animations, we will acknowledge it.

Switched on Online Safety Unit:
Digital Citizenship
Unit 2.5 – We are online behaviour experts

Unit overview:
The children will learn:
- how animation works
- to use storyboards to plan an animation
- to create their own original characters, props and backgrounds for an animation
- to film, review and edit a stop-motion animation
- to record audio to accompany their animation
- to provide constructively critical feedback to their peers

In Key Stage 1:
- **In Unit 1.2: We are TV chefs** pupils planned videos and used storyboards.
- **In Unit 2.3: We are photographers** pupils took photos using iPads and digital cameras.

In Key Stage 2:
In Unit 3.1: We are programmers pupils return to animation to create a scripted animation in Scratch.
- **In Unit 3.3: We are presenters** pupils develop their video editing skills through learning green screen video techniques.