
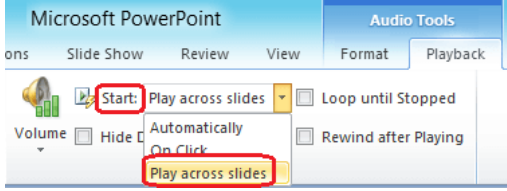




Subject: Computing	Year group: 3 Term: Summer 2	Title: Animation and Graphics
---------------------------	-------------------------------------	--------------------------------------

<p style="text-align: center;">What should I know?</p> <ul style="list-style-type: none"> • That animation is a sequence of still images • How to take images appropriately and responsibly • How the mood of a piece can easily be changed through use of text, graphics and sound • To begin to understand that images, sounds and text can be subject to copyright • To start to understand that content needs to be changed according to the audience • To understand the importance of organising and naming files appropriately and accurately <div style="text-align: right;">  </div>	<p style="text-align: center;">Facts I will learn ...</p> <ul style="list-style-type: none"> • That some tasks and problems require a variety of software tools to accomplish them • That evaluation and improvement are vital parts of the design process and that ICT allows changes to be made quickly and efficiently • To compare and contrast the impact of using different sounds, words and images from a variety of electronic sources. • That presentations and projects need to be analysed and evaluated and suitable changes suggested to improve it • That a digital image can be captured from different devices and it can be stored and developed • To begin to understand how images from different sources are used to enhance a presentation or communicate an idea 	<p style="text-align: center;">Key questions ...</p> <ul style="list-style-type: none"> • Which software could we use to create an animation? • How can we store a digital image? • How can we import an image? • What is the impact of using different sounds, words and images from a variety of electronic sources? • How are different image sources used to enhance a presentation or communicate an idea? • How can we edit the image? <div style="text-align: center;">  </div>				
<p style="text-align: center;">Key Skills...</p> <ul style="list-style-type: none"> • To use various tools in paint packages or photo manipulation software to edit/change an image 	<p style="text-align: center;">Experiences that school will provide:</p> <ul style="list-style-type: none"> • Creating their own animation depicting a story or showing how a plant grows 	<table border="1" style="width: 100%;"> <thead> <tr> <th style="text-align: left;">Key vocab</th> <th style="text-align: left;">Definition</th> </tr> </thead> <tbody> <tr> <td style="padding: 5px;">Animation</td> <td style="padding: 5px;">The making of animated cartoons.</td> </tr> </tbody> </table>	Key vocab	Definition	Animation	The making of animated cartoons.
Key vocab	Definition					
Animation	The making of animated cartoons.					

- To use the 'print screen' function to capture images
- To use a range of devices to capture still and moving images for a purpose
- To independently download and save images and video
- To be able to use basic tools in a software package to change images according to purpose (including resizing)
- To import music, stills or video into video editing software for a specific project
- To arrange, trim and cut clips to create a short film that conveys meaning
- To add simple titles, credits and special effects, e.g. transitions.
- To create a storyboard, then use captured images to create a short animated sequence which communicates a specific idea.



Web links

- <https://fun-science.org.uk/make-your-own-stop-motion-animation/>
- <https://www.bbc.co.uk/bitesize/topics/zr386sg/articles/zskthyc>

Experiences that could be provided at home...

- Watch examples of stop motion animation and discuss the techniques used
- Create short stop motion videos at home using Lego characters and a simple app

Import	Bringing data, files or content from an external source
Graphics	Visual images produced by computer processing
Special Effects	An illusion created for films and television by props, camera work or computer graphics
Upload	Transfer (data) from one computer to another
Still	A static photograph
Trim	Shortening of a video clip by removing content from the beginning, end or middle.
Cut	Where one shot ends and another begins
Credits	A list of people's roles in creating the movie or show.
Transitions	The changing of one part of a video to another.
Animated Sequence	A short story told through pictures.
Software	These are all the instructions for the computer or a program designed to do different things. Examples are: Microsoft Word,

			Internet Explorer, and Windows.	
--	--	--	------------------------------------	--