



## Year 7 Unit 4 Animation

## 8 Lessons

**Aims:** This unit of work is designed to introduce students to the basics of animations using Draw-Plus. Students will research and plan an idea for an animation and build up a portfolio of skills which enable them to turn the idea into a functioning 2D animation. Students will need to consider their target audience when evaluating the success of their creation.

**Links to KS4:**

Audience requirements pre-production (BTEC media)

Planning (BTEC ICT graphics and spreadsheet)

Art (developing characters and scenes)

Key Skills	Literacy Links:	Numeracy Links:
<ul style="list-style-type: none"><li>⊕ To consider audience needs when planning and evaluating</li><li>⊕ Creativity making sure it is suitable for purpose</li><li>⊕ The development of ideas, characters and scenes</li><li>⊕ Using set criteria to self and peer assess the final outcome</li><li>⊕ Communicating the idea through visual effect and sound</li><li>⊕ Problem solving and fixing issues</li></ul>	<b>Key Words:</b> <b>Stop motion animation, key frame animation, audience, storyboard, format, effects, transitions, onion skin</b> Students will be required to use higher order analysis and evaluation skills in order to assess the success of their final outcome	Opportunities to the length of an animation the number of frames and also the rate at which the animation covers the frames.
Assessment	Cross-Curricular Links	
Students will be assessed on their understanding of animation techniques through a written examination and practical task. Knowledge <ul style="list-style-type: none"><li>⊕ Students will be assessed on their understanding of animation techniques and features of Draw-Plus (summative)</li></ul> Research <ul style="list-style-type: none"><li>⊕ Students will develop research skills by reviewing the images which they select for an animation and which types of animations are used for different purposes. (summative)</li></ul> Planning <ul style="list-style-type: none"><li>⊕ Students will be required to consider the content of the animation and the sequences it may follow, while considering the target audience (summative)</li></ul> Skills <ul style="list-style-type: none"><li>⊕ Students should be able to demonstrate a range of skills in Draw-Plus which improve aesthetics of the animation, this should include the effects they are able to add to their animation (summative)</li></ul> Evaluation <ul style="list-style-type: none"><li>⊕ Students should be able to assess the success of the animation they have produced considering the needs of the target audience (formative)</li></ul>	<ul style="list-style-type: none"><li>⊕ Media – considering the target audience</li><li>⊕ English – speaking and listening</li><li>⊕ Design Technology – sets and design characters</li></ul>	
	<b>SMSC opportunities and British values</b>	
	<ul style="list-style-type: none"><li>⊕ To encourage respect for other people’s idea’s opinions and views</li><li>⊕ enable students to acquire a broad general knowledge of and respect for public institutions and services in England</li><li>⊕ To use appropriate and reliable information</li></ul>	
Opportunities for further learning		
Homework will be given out twice during the unit to widen students understanding of animation techniques and to consolidate the knowledge gained. <ul style="list-style-type: none"><li>• Students will be required to review a range of animations in order to develop success criteria for judging the success of their finished product</li><li>• Homework will reinforce their understanding of animation through the use of key terms used when creating animations</li></ul>		