



Computing Systems and Networks - Creating media - Stop-frame animation

Year 3 Knowledge Organiser - Spring 1



Know how to:

- Explain that animation is a sequence of drawings or photographs.
- Relate animated movement with a sequence of images
- Plan an animation
- Identify the need to work consistently and carefully
- Review and improve an animation
- Evaluate the impact of adding other media to an animation

Key questions:

What is stop frame animation?

Stop-frame animation is a way of making objects look like they are moving by taking lots of pictures and changing the objects a little bit each time.

How can I make a picture move?

You can make a picture move by taking lots of pictures and changing the object a little bit each time, then playing them quickly to create movement.

How do I add media and effects to animations?

You can add media and effects to animations by using software tools to include sounds, music, or visual effects like text and filters. This unit uses screenshots from iMotion, an iPad app. Stop Motion Studio, an alternative app, can be used across most devices.

Key vocabulary	
Word	Definition
Frame	A frame is a single picture in a sequence of pictures that make up an animation or video. When lots of frames are shown quickly, they create the illusion of movement.
Audio	Audio means sound. In stop-frame animation, audio can include voices, music, or sound effects that are added to make the animation more interesting.
Picture	A picture is an image or photo. In stop-frame animation, each picture is one part of the animation. When lots of pictures are shown quickly, they make the characters look like they are moving.
Animation	Animation is a way of making pictures look like they are moving. It is created by showing a series of pictures (called frames) very quickly, one after another.