

COMPUTING STOP GAP ANIMATION

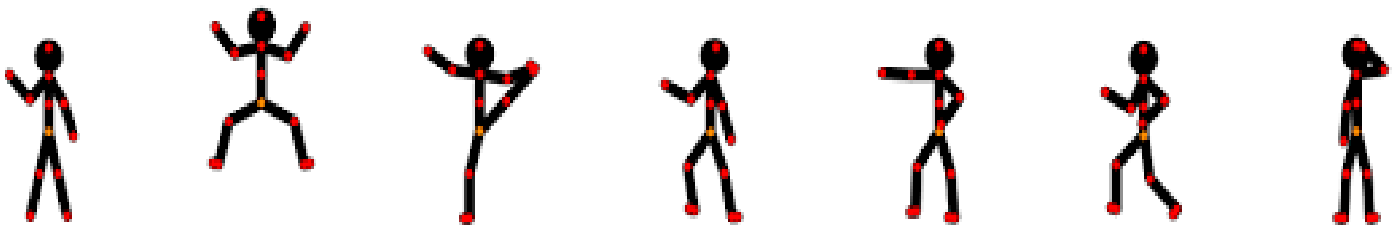
National Curriculum

- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Key Vocabulary

stop gap/motion	pivot	animation software
frame	capture	playback
timeline	editing	loop
cycle	storyboard	animation

Substantive – Subject Knowledge Bigger picture – supporting words



Intents	Student
How can I use research to develop my own story board, animation plan?	
How can I use structures and computing to program and control my animation?	
How can I manipulate images to create individual frames?	
How can I manipulate frames to create a continuous loop of moving animations?	
How can I evaluate my animation against my original storyboard?	