

Year 1 - Computing - Animation (Information Technology)



Primarý School		Primarý School				
Curriculum Objectives		Vocabulary				Links Across the Curriculum
 Use technology purposefully to create, organise, store, manipulate and retrieve digital content. 		Digital	Something that is accessed on a device (and not in paper form)	Comic Strip	A way a story can be shown	Safeguarding- using technology safely British Values—respecting other people and their resources/ equipment.
		Animation	The making of animated cartoons.			
Lessons Sequence		Key Knowledge			Disciplinary Knowledge / Skills	
1. What is a digital comic strip?	ple, changed using technology, adding	Children to learn that many comic strips are created using technology. Children to learn why they might be created using a computer (can be edited/shared by multiple people, changed using technology, adding additional objects, saves automatically). Children to learn how to add, resize and format backgrounds (coloured and pictures). Children to learn how to add characters to a frame.				

2. How can I create (a digital comic strip?	Children to learn how to format characters/objects in the comic strip (resize, move etc). Children to learn how to add a speech bubble and will be taught to write simple narrations (e,g. hello). Children to learn to save their comic strip with an appropriate name.	Children can create a simple comic strip and identify ways they can improve their work.

	Diversity in the Curriculum			
Information Technology Using technology pur	rposefully to create digital	content.		Nick Park—British Lotte Reiniger—German Hayao Miyazaki—Japanese Yuri Norstein—Russian Walt Disney—American
Outcome Character Traits hildren to create a digital comic strip. Curious		Stickability Google form assessment	WOW Children shown comic strips which may be familiar	Rushey Mead



Year 3 - Computing - Animation (Information Technology)



	Curriculum Objectives		Vocabulary				Links Across the Curriculum
•	 Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that ac- complish given goals. 		Animation	Something that moves and is created using technology	Technique	A way to do something	Safeguarding- using technology safely British Values—respecting other people and their resources/ equipment.
			Frame	The still frame of individual animation layers	Clone	Another word for duplicate (copying something exactly)	
	Lessons Sequence	Key Knowledge				Disciplinary Knowledge / Skills	
1. V	Vhat is animation?	Children to learn about what an anima mation. Children to learn to plan a bas	at an animation is and when they might be used. Children to learn about some techniques available to them (see below) to create an effective anioplan a basic animation of their own.			Children can explain what they have planned to create and give reasons for the choices they have made.	

What techniques can I use to create an animation?	Children to learn to add a background and objects to a frame (including text). Children to learn to copy/clone a frame and move objects to create a simple animation. Children to learn to create an animation with multiple pre-chosen objects moving simultaneously.	Children can explain and identify different techniques that can be used to create an animation.

	Diversity in the Curriculum			
Information Technology Using technology	Nick Park—British Lotte Reiniger—German Hayao Miyazaki—Japanese Yuri Norstein—Russian Walt Disney—American			
Outcome	Character Traits	Stickability	WOW	
Children to create a simple animation.		Google form assessment Digital Leaders	Children shown a variety of animations to spark interest.	Rushey Mead Primary School



Year 5 - Computing - Animation (Information Technology)



Curriculum Objectives		Vocabulary				Links Across the Curriculum
 Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that ac- complish given goals. 		Software	Something on a device that helps to achieve a task	Morph	When a shape or object transforms into another	Safeguarding- using technology safely British Values—respecting other people and their resources/ equipment.
		Motion Path	Animating an object or picture to move along a path/curve	Pulse	A technique used to make an object change its shape and opacity	
Lessons Sequence	Key Knowledge			Disciplinary Knowledge / Skills		
1. Are all animations unique?		nildren to be reminded about animation and will learn about how animations differ from one another (e.g. made using different software/different people). Children to arn to duplicate slides/content which includes backgrounds and shapes. Children to plan their own animation using the new skills they have acquired.			Children can identify how different animations can differ from one another. Children can identify ways they can make their own animation unique to themselves.	

	real trib depricate street, which metades saving values and street, or to plan their street as any their actions their street as a street	
2. How can I make my animation fit for purpose?		Children are able to create their own animations and justify reasons for using techniques/skills.

	Diversity in the Curriculum			
Information Technology Using technology pur	Nick Park—British Lotte Reiniger—German Hayao Miyazaki—Japanese Yuri Norstein—Russian Walt Disney—American			
Outcome	Character Traits	Stickability	WoW	
Children to create an animation using a variety of different techniques.		Google form assessment Digital Leaders	Children shown a variety of animations.	Rushey Mead Primary School