

# iAnimate: iMove Lite Level 1

## Learning Outcomes

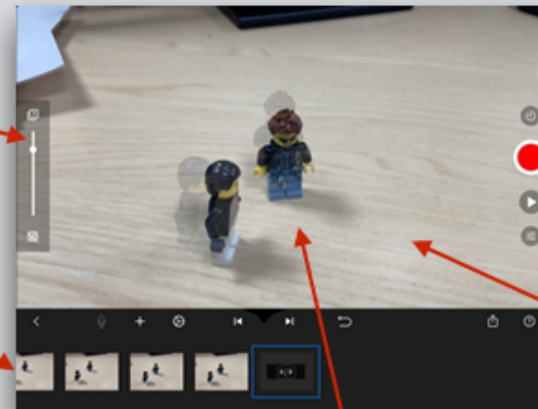
**Y1: We would expect all children in Y1 to attain statements 6-4. If any of statements 7-10 are attained, those pupils are exceeding expectations**

1. Pupils know that stop motion is a type of animation.
2. Pupils are able to create a stop motion animation unassisted.
3. Pupils can animate two objects moving at the same time.
4. Pupils can use a whiteboard to create a stop motion animation.
5. Pupils can use the onion skin feature to assist with their animations.
6. Pupils understand why the changes between photos needs to be small.
7. Pupils know how to use stop motion to create magic tricks.
8. Pupils can explain why we benefit from evaluating our work.
9. Pupils can create a stop motion animation whilst keeping the iPad still throughout.
10. Pupils can plan and create an animation with a clear story.

## Stop Motion Studio

This slider changes how much 'Onion skin' to appear.

Here are all of the frames of our animation.



The red button takes a picture of our scene.

The play button will play back our animation.

With the iPad on its stand, the camera will show the scene on the table.

We can make our animations with Lego Characters or by hand drawing on whiteboards and taking photos with each small thing we draw.



## Course Overview

**Course Overview:** During iMove, pupils will learn about 'Stop Motion' animation. They will gain a number of animating skills to create their own stop motion animation on an iPad. Pupils will have to create a plot and overcome the challenges involved in animating multiple objects and characters within one frame.

**Learning objective for the course:** During iMove pupils will learn the fundamentals of 'Stop Motion' animation and how to produce one. Pupils will learn how to animate characters, how to get 'clean shots' and to avoid 'earthquakes'.

## Vocabulary Bank

<b>Stop Motion Animation</b>	<i>A type of animation created by taking pictures and moving objects.</i>
<b>2D</b>	<i>A flat drawing with only two dimensions.</i>
<b>Frame</b>	<i>The individual photos of a complete animation.</i>
<b>Quality Control</b>	<i>Making sure our final product is to a great standard.</i>
<b>Movement</b>	<i>Changing the position of our characters.</i>

## Apps used



**Stop Motion Studio**