Junior Jam
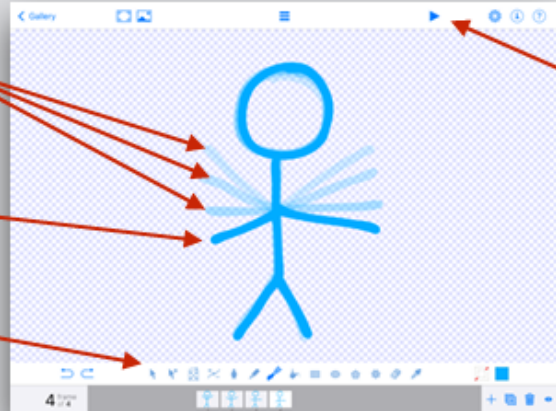
iAnimate: i2D Lite Level 2

Course Evaluation Criteria

Y2: We would expect all children in Y2 to attain statements 1-5. If statements 6 or 7 are attained, those pupils are exceeding expectations.

1. Pupils understand how a flip-book is created.

2. Pupils know the difference between 2D and 3D animation.

3. Pupils can create features using a character.

4. Pupils can animate a drawing changing over time.

5. Pupils will understand why planning is important before creating an animation.

6. Pupils can give examples of advantages and disadvantages of 2D and 3D animation.

7. Pupils will incorporate a clear story into their animation.

Learning Outcomes

These are the previous three frames.

This will play our animation and loop it.

The current frame we are working on.

Here are all the tools we can use to draw on a frame.

Here we can Add, Delete or Duplicate frames.

Learning Outcomes

Course overview: This course focuses on 2D and hand-drawn animation. Pupils will learn how to bring two-dimensional drawings to life through use of the app 'Do Ink Animation'. They will animate a given story line on 'Scratch Jr', mixing coding into their creativity, as well as creating their own animated Lego figure and finally create a flip-book.

Learning objective for the course: Throughout i2D pupils will learn what 2D animation is and how to create one. They will learn the difference between 2D and 3D as well as creating a flip-book.

Apps used

Stop Motion Studio

Do Ink Animation

Strip Design

Scratch Jr

Vocabulary Bank

Flip-Book	*A type of animation made by flipping through paper drawings.*
Animation	*Making something look like it has come to life.*
2D/Hand-drawn	*Something with two dimensions.*
3D/Computer-generated	*Something with three dimensions.*
Frame	*The individual photos of a complete animation.*
Quality Control	*Making sure our final product is to a great standard.*
Movement	*Changing the position of our characters.*