Junior Jam

iCreate: Advanced i2D Level 3

Course Evaluation Criteria

Y5: We would expect all children in Y5 to attain statements 1-6. If any of statements 7-10 are attained, those pupils are exceeding expectations.

1. Pupils can explain what 2D animation is.
2. Pupils understand how squash and stretch changes how something looks when it is animated.
3. Pupils can draw 3D shapes without assistance.
4. Pupils can explain confidently how to create a flip-book animation.
5. Pupils know what vector art is.
6. Pupils can change a motion path by editing the nodes.
7. Pupils can animate a character spinning in a circle.
8. Pupils can explain the difference between animation and motion paths.
9. Pupils can animate facial expressions onto their character.
10. Pupils can change how extreme they use the squash and stretch technique to visually represent the weight of different objects.

Do Ink Animation

These are the previous three frames.

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.

This will play our animation / composite.

Tap the star to add animations and backgrounds to the composite.

The motion path of an animation

This is the composite timeline, showing how long each part appears for.
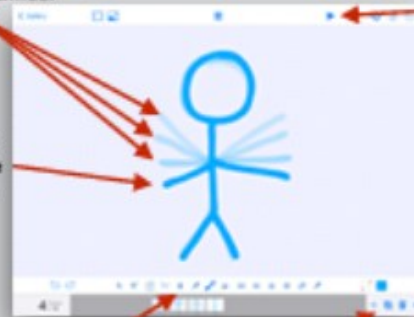
Course Overview

Course overview: This module looks into early 2D animation and its development over time. Pupils will start with basic flip books before developing different skills to produce a 2D piece of vector art. Students will focus on character design, plot development and how characters will interact.

Learning Outcome for the course: Pupils will learn to refine the skills learnt in i2D. This course includes more detailed hand-drawn animation and teaches the pupils to create more rounded pieces including backgrounds and movement pathways.

Vocabulary Bank

Term	Definition	Term	Definition
Flip-Book	A type of animation made by flipping through paper drawings.	**Hand Drawn**	Something drawn by hand without computer aid.
Squash and Stretch	One of the 12 basic principles of animation.	**Motion Pathways**	The path an animation follows through a scene.
Two Dimensional	Something with two dimensions.	**Vector Art**	A animation that remains high quality when exported.
Composite	Bringing different animated characters together and adding motion paths to them.		