

SUBJECT	YEAR	TERM
COMPUTER SCIENCE	9	1
TOPIC		
ANIMATION		
CONTENT (INTENT)		
<p>PRIOR LEARNING (TOPIC) No previous learning is necessary with this unit. Pupils may have had some experience of basic animation concepts through the KS2 national curriculum. However, this unit has been designed that it is accessible to all students no matter their previous learning.</p>		
<p>The unit is subdivided into four learning hours spread across four lessons. The primary aim of this unit is to give pupils an introduction into animation. This focuses on simple techniques, such as motion tweening, to begin. This lays the foundations to allow more complex ideas to be introduced during the next steps unit in Year 9. The secondary aim of this unit is to start familiarising pupils with relatively complex industry standard from the Adobe suite. This not only sets students up well for Creative iMedia, but also other subjects such as art, photography and product design.</p>		
<p>FUTURE LEARNING (TOPIC): Animation – next steps</p>		
IMPLEMENTATION		
KNOWLEDGE	SKILLS	
<p>At the end of this Unit all pupils should be able to:</p> <ul style="list-style-type: none"> Use the basic tools of graphics / animation software to produce a simple image. Use basic techniques, such as motion tweening, to produce a simple animation. <p>Most pupils will be able to:</p> <ul style="list-style-type: none"> Use more complex tools available in graphics / animation software, such as layering, to add depth to an image. Produce an animation which is mostly suitable for a fictional client brief. <p>Some pupils will be able to:</p> <ul style="list-style-type: none"> Show a clear awareness of audience and purpose to produce an animation which fully meets the brief given. Make highly effective use of techniques, tools and facilities to produce a professional looking animation. 	<p>Learning Skills: Effective animation requires careful <i>planning</i> and <i>forethought</i>.</p> <p>Life Skills: Animation can be a time-consuming process and as such requires <i>resilience</i> and <i>determination</i>. Attention to detail is also vital when producing high quality results.</p> <p>IT Skills: This unit primarily uses software from the Adobe suite. This is widely used across many industries and as such is a valuable skill for pupils to have.</p> <p>Literacy Skills: Pupils must produce an animation to meet a client's requirements. This provides practice of reading and interpreting text.</p>	

IMPACT

Pupils will produce a portfolio of simple animations showing casing a range of basic animation skills. Once complete, this will be exported in a suitable format and then submitted onto the VLE. This will be given a 9-1 grade along with feedback on how it could be improved.

New Computing at Schools (CAS) Attainment Targets (partially covered in this Unit)

- undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users
- Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability

HOW CAN PARENTS HELP AT HOME?

The software used for this unit is expensive and there is certainly no need or expectation that students are able to access this at home. If pupils are particularly interested in pursuing a career in animation then free software such as Blender is a good place to begin. It should be noted that this is complex software and will require resilience to get to grips with. Websites, such as YouTube, are excellent sources of tutorial videos to help get pupils started though.

HELPFUL READING/FURTHER DISCUSSION

Reading: Although to begin with using the world wide web for guides and tutorials would be advisable. There are a wide range of books written by experienced animators.

Websites: YouTube is a fantastic resource both in terms of software guides and broader animation techniques. This is particularly useful for software tutorials as, unlike a book, they will be updated regularly to account for new versions of software.

VOCABULARY

Frames, key-frames, tweening, squash and stretch, frame rate.

CAREERS

- Animator
- Advertising
- Graphic Designer
- Game designer
- Games developer
- Web designer
- Web developer

EXTRA SKILLS

- Communication
- Teamwork
- Leadership
- Problem-solving
- Time management
- Organisation
- Report Writing
- Software Skills

PROGRESSION

- Online tutorials
- GCSE Creative iMedia
- A-Level Creative iMedia
- University/Apprenticeship
- Work experience