COMPUTING@BALCARRAS

SUBJECT	YEAR	TERM
COMPUTER SCIENCE	**9**	**3**

TOPIC
ANIMATION

CONTENT (INTENT)

PRIOR LEARNING (TOPIC) This unit aims to build upon the skills that students will have developed during Year 8. These will, however, be recapped briefly at the start of the unit to account for the time between first studying this in Year 8. As such, a student who has not studied this earlier for any reason has the opportunity to catch up.

The unit is subdivided into four learning hours spread across four lessons. The primary aim of this unit is to extend pupils' animation skills from what they learnt in Year 8. In this year more complex forms of animation, such as frame-by-frame are introduced. The secondary aim of this unit is to continue 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.

FUTURE LEARNING (TOPIC): GCSE Creative iMedia

IMPLEMENTATION	
KNOWLEDGE	**SKILLS**

KNOWLEDGE

At the end of this Unit all pupils should be able to:
- Use the basic tools of graphics / animation software to produce a simple image.
- Use techniques, such as frame-by-frame animation, to produce a simple animation.

Most pupils will be able to:
- 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.

Some pupils will be able to:
- 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.

SKILLS

Learning Skills:
Effective animation requires careful *planning* and *forethought*.

Life Skills:
Animation can be a time-consuming process and as such requires *resilience* and *determination.* Attention to detail is also vital when producing high quality results.

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.

Literacy Skills:
Pupils must produce an animation to meet a client's requirements. This provides practice of reading and interpreting text.

IMPACT

Pupils will produce an animation based upon a client's requirements. 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