



# Year 3 Computing Knowledge Organiser Autumn 2

## Creating media – stop – frame animation



### 1. Can a picture move?

- Animations have been created throughout history.
- An animation is where a number of pictures are shown quickly.
- Animation can be made by pencil and paper, modelling clay and building bricks.



### 2. Frame by frame

- The object can have multiple parts moving.
- An animation is made up of a series of frames.
- Onion skinning allows us to see the previous frame.



### 3. What's the story?

- To create an animation we have to think about the setting and characters.
- A story needs a beginning, middle and end.
- Can be tricky to make a 2D character turn around.



### 4. Picture perfect

- The story would not make sense if there are sudden changes to characters or backgrounds.
- We can use digital devices such as, pads, cameras and computer to take images.



### 5. Evaluate and make it great!

- It is important to evaluate animations to understand how to make it better.
- We can use peer assessment.



### 6. Lights, camera, action!

- We can add text and music to animations.
- Text and music can be added to entertain and inform the audience.

## Key Vocabulary

<b>Animation</b>	A series of still images stitched together to create a motion video.
<b>Sequence</b>	<b>A pattern or process where one thing follows another.</b>
<b>Onion skinning</b>	Showing a part transparent photo from the previous frame.
<b>Flip book</b>	A booklet with a series of images that are viewed quickly.
<b>Setting</b>	Where the story takes place.
<b>Stop – frame</b>	When the pictures are put together, it makes the objects appear to be moving.
<b>Media</b>	Mass media like radio, television an internet that reach many people. It is a form of communication.



Take a digital image of the 1<sup>st</sup> frame.



Make the change to the frame.



Take a digital image of the 2<sup>nd</sup> frame.



Make the change to the frame.