

Go animate!



Learning objectives

- Understand what animation is and how it works
- Obtain a working knowledge of relevant vocabulary around the topic of animation, such as storyboards, zoetrope, CGI.
- Understand how an animation is developed from different building blocks including story, music, set/scenery
- Learn to tell a story through animation

Workshop content - students will:

- Learn about the history of animation
- Learn about how real animation teams work
- Work in teams to:
 1. devise a story
 2. write a storyboard
 3. assemble a set and characters
 4. shoot a film and show it to the class
 5. be able to add sound and effects via the web after the workshop

National Curriculum links

This is a cross-curricular workshop with elements of citizenship, art and design, English, music and ICT

Art and Design

5.a-c. Collaborating on 3D projects using ICT

English

1.a-d. create a story relevant to the audience, take turns in discussion, 4a-c. play different roles, use character, action and narrative in stories they devise and script

Music

4.b. how different music conveys different moods and emotions

ICT

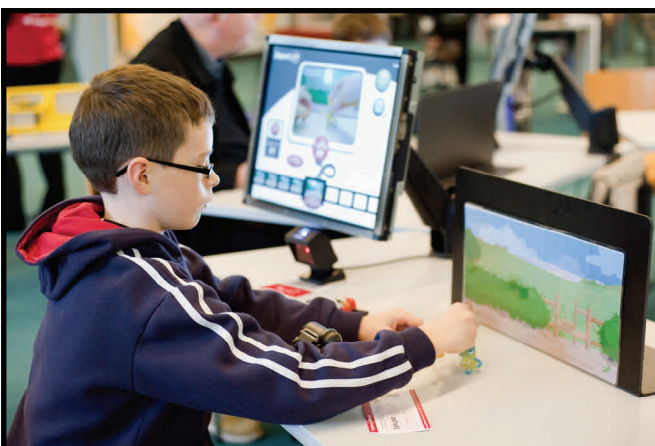
2a, b, 3a to develop ideas by bringing together images, sound, to share information in a variety of forms [for example, animations, musical compositions]



Supporting resources

animateit.org.uk has a host of supporting resources for you to use back in the classroom

Picture gallery



Animating a story



Work in teams to animate