



iCompute

Overview

This unit introduces children to designing and creating computer animations.

The children will explore creating narratives and combining them with artwork to make their own animated stories

Curriculum Links

- * English
- * Art/Design
- * History
- * Mathematics
- * Science



National Curriculum

- * design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems: solve problems by decomposing them into smaller parts
- * use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- * use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- * understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration
- * use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- * select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- * use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Objectives

Lesson	Title	National Curriculum Links	Objectives	Vocabulary	Success Criteria
4.3.1	iFlip	* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	* To understand what an animation is	image; camera; animation; stop; motion; illusion; onion skin	* The children create a flipping book animation
4.3.2	iDraw		* To create a scene for an animation	animation; animator; frame; dimension; effects; onion skinning	* The children draw a series of images on frames * Each frame shows a figure in a different pose
4.3.3	iFrame		* To understand that animations can be created using digital tools	animation; frame; sequence; frame rate; FPS (Frames per second); CGI; GIF (Graphics Interchange Format)	* The children animate a sequence of digital images
4.3.4	iScene		* To create an animated scene	animation; frame; sequence; frame rate; FPS (Frames per second); CGI; GIF (Graphics Interchange Format); effects; 3D (three dimensional)	* The children design and add backgrounds to their animated scenes
4.3.5	iProduce		* To storyboard and create a short animation	design; plan; animate; storyboard; test; debug; edit	* The children plan and make an animation