



Meadows First School Computing Curriculum

Year 4 Knowledge Organisers

Unit 4.6 ANIMATION



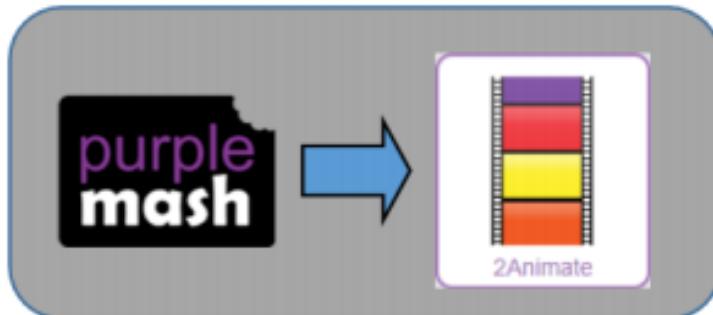
Key Learning

- To discuss what makes a good animated film or cartoon.
- To learn how animations are created by hand.
- To find out how 2Animate can be created in a similar way using the computer.
- To learn about onion skinning in animation.
- To add backgrounds and sounds to animations.
- To be introduced to 'stop motion' animation.
- To share animation on the class display board and by blogging.

Key Vocabulary

- Animation – A process by which still pictures appear to move.
- Flipbook – A book with pictures drawn in a way that makes them appear to move when the pages are flicked.
- Frame – A single image in an animation.
- Onion skinning – A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly.
- Background – A non-moving image that appears behind the animated images.
- Play – Press this button to make the animation start.
- Sound – Music or oral effects that can be added to the animation.
- Stop motion – A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.
- Video clip – A short piece of film or animation.

Key Resources





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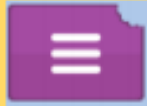
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Key Images

Open, save and share animation.



Add or delete a frame from the animation.



Play the animation.



Switch onion skinning on or off.



Add a background picture to the animation.



Insert a photograph from a webcam into the animation.



Insert a sound file into the animation.



Number of frames in the animation.



Key Questions

What is animation?

Animation is the process of turning a series of still images into a moving sequence by playing them quickly in sequence.

What is each image in an animation called?

A frame

What is onion skinning and why is it useful?

Onion skinning is a tool that shows you a faint image of the previous frame. This is useful to help you work out where to draw the features of your next frame if you want it to match up with elements of the previous frame.

Why might you want to duplicate frames?

Duplicating frames is useful if you have something that you want to repeat in multiple frames to save you having to draw the same feature repeatedly.