

Explore and use computing systems to make a stop-frame animation

Year 6 Design Technology

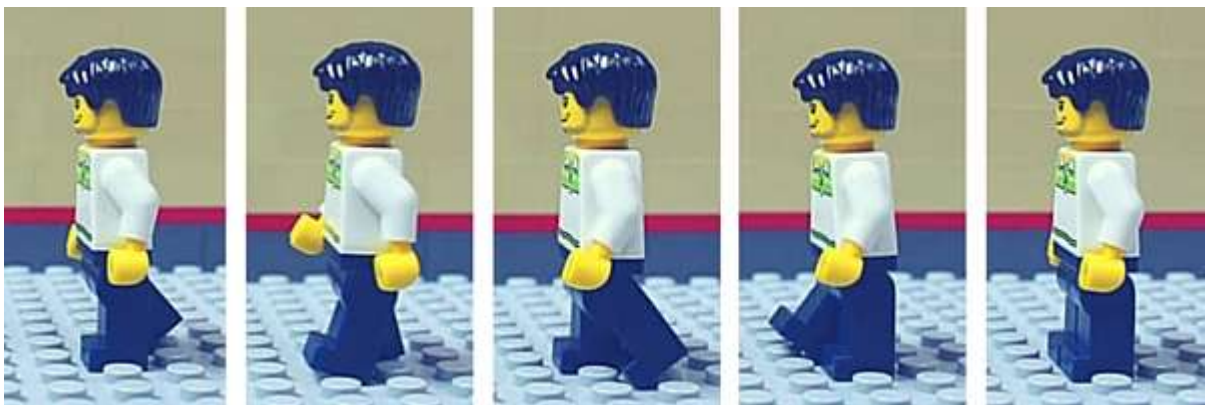
Links with Computing learning (see below)

Curriculum Objectives:

- To communicate ideas and apply knowledge to own design
- To know how to use computing systems and storyboards to make an animation
- To select and use tools safely

Key Vocabulary

design	computer	frames
sketch	animation	clay
size	stop-frame	Lego
colour	storyboard	appealing



Intents	Pupil	Teacher
I can investigate and analyse a range of existing products.		
I can use research to develop design criteria and inform my own design ensuring that it is innovative, functional, appealing and fit for purpose.		
I can develop, model and communicate my ideas through discussion, annotated sketches, diagrams, storyboards etc		
I can select from and use a range of materials, components and tools to make my model		
I can understand and use structures and computing to program and control my final product		
I can evaluate my ideas and product against my original design criteria and consider the views of others to improve my work.		

COMPUTING

Explore and use computing systems to make a stop-frame animation

National Curriculum

- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- select, use and combine a variety of software on a range of digital devices to design and create a range of content that accomplish given goals, including presenting data and information

design	cut	animation	stop- frame
storyboard	frame rate	copy	relay
SFX	render	pan	file format
render	re-edit	soundtrack	cut-in



Intents	Student
To be able to stitch together images	
To animate using multiple images to create apparent movement	
To be able to re-edit a sequence of images	
To complete a digital storyboard	
To combine element of video editing to create a good finished product	