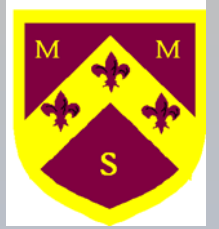


Knowledge Organiser Computing Lower Key Stage 2

Animation



Key Content and Vocabulary

History of Animation - To explain how computer software has improved animation techniques.

Stick Figure Animation - To create a series of linked frames.

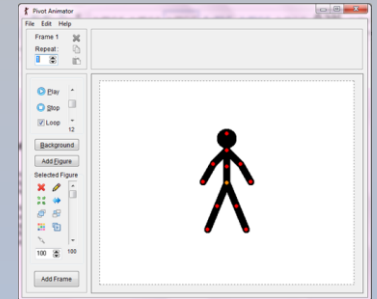
Recording Movement of Characters - To use animation recording to animate the movement of a character.

Structured Timing - To use the time slider to find a new place in a clip.

Stop-Motion Animation - To take still images and import to create a stop motion animation.

Evaluating Animation Techniques - To compare and comment on particular software.

Vocabulary: Animate, animation, still image, thaumatrope, zoetrope, zoopraxiscope, stereoscope, flip book, Frame, onion skinning, loop, frame rate, record, stop, play, backdrop, frame, stop motion, upload, image, Analyse, evaluate, positive, negative, effectiveness.



Key aims

To learn the basic principles and techniques of simple animation and compare a range of free animation software to incorporate the different techniques into their own animation

