

Meden School Curriculum Planning							
Subject	Computing	Year Group	9	Sequence No.	MTP 4	Topic	Animation CC

Retrieval	Core Knowledge	Student Thinking
What do teachers need to retrieve from students before they start teaching new content?	What specific ambitious knowledge do teachers need to teach students in this sequence of learning?	What real life examples can be applied to this sequence of learning to develop our students' thinking, encouraging them to see the inequalities around them and 'do something about them!'
Some knowledge of basic graphic drawing tools (e.g. shapes, layers) is important for this unit and knowledge of prior units such as Digital Artefacts and using programs like Canva, Pixlr will be helpful.	<p>In this unit pupils will learn knowledge of graphic drawing and animation techniques such as frame-by-frame animation and tweening, working with layers and adding simple interactivity and ActionScript. They will undertake a creative project to plan, create and evaluate a short animation of their own, as well as studying professionally made animations.</p> <p>Key knowledge and application</p> <p>At the end of this Unit all pupils should understand the knowledge of and be able to:</p> <ul style="list-style-type: none"> • Create a simple animation using simple drawing and frame-by-frame techniques • Explain how frame rate and speed affect the smoothness of the animation • Create an animation that carries a simple message • use multiple layers • use tweening and frame-by-frame techniques 	<p>Animate CC is widely used by industry professional and companies to create engaging projects integrating video, sound, graphics, and animation.</p> <p>Adobe Animate CC is a great tool for beginners who want to create animations, videos, or interactive content. It offers an intuitive interface and powerful tools that make it easy to create stunning and frame-by-frame animations.</p>

	<ul style="list-style-type: none"> • Create an animation that carries an effective message • Add sound effects • Use a wide selection of drawing and animation techniques to create an animation that is suitable for a specific audience and purpose <p>Vocabulary</p> <p>Vocabulary associated with this Unit, such as:</p> <p>Graphics: 1. the products of the graphic arts, especially commercial design or illustration. 2. the use of diagrams in calculation and design.</p> <p>Stroke: a pen or brush stroke. The stroke function lets you set the width of the line being drawn.</p> <p>Fill: changing a portion of an image to a color or pattern</p> <p>Layer: the organisation of programming into separate functional components that interact in some sequential and hierarchical way</p> <p>Background: a digital image (photo, drawing etc.) used as a decorative background of a graphical user interface on the screen of a computer, smartphone or other electronic device.</p> <p>Rotate: a feature that lets you turn an image in a clockwise or counterclockwise direction.</p> <p>Skew:</p>	
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	<p>Distort: an interruption of transmitting signals that cause an unclear reception.</p> <p>Vector: a type of array that is one dimensional. Vectors are a logical element in programming languages that are used for storing a sequence of data elements of the same basic type.</p> <p>Raster: a type of digital image that uses tiny rectangular pixels, or picture elements, arranged in a grid formation to represent an image.</p> <p>Bitmap: a type of digital image that uses tiny rectangular pixels, or picture elements, arranged in a grid formation to represent an image.</p> <p>Animation: a visual digital display technology that processes the moving images on screen</p> <p>Frame: a single image in a sequence of pictures.</p> <p>Frame-by-frame: where each incremental frame (or image) of an animation is drawn individually to create the illusion of movement.</p> <p>Frame rate: the frequency at which consecutive images are displayed</p> <p>Keyframe: anchor points for actions in all different types of animation programmes, including Adobe After Effects, Animate and Character Animator.</p> <p>Tweening: the process of generating images that go between keyframes.</p> <p>Animation: a visual digital display technology that processes the moving images on screen.</p>	
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	<p>Storyboard: a graphic organiser that provides the viewer with a high-level view of a project.</p> <p>Symbol: a visually perceptible figure with a particular meaning used to transmit information independently of language</p> <p>Motion tweening: the process of generating images that go between keyframes.</p> <p>Motion path: let you animate objects moving along curves and complex shapes.</p> <p>morphing (shape tweening): Visual effects technique which transforms one shape into another in a smooth transition.</p> <p>Stage:</p> <p>Timeline:</p>	
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