Parsonage Farm Nursery and Infant School		
Year 2	Computing: Stop Motion Animation	Summer 1

Knowledge

- To be able to explain what stop motion is.
- ❖ To know what a story board is and why one is needed.
- To know what a **frame** is and understand why only a small change is needed between frames.
- To know what props are and why they are important when making stop motion animations.



Safeguarding

- ❖ E-safety is taught and referenced throughout all Computing lessons. Children will be reminded of our E-safety rules and should begin to explain why we have them.
- Children will be supervised at all times when using a device.

Prior Knowledge

- ❖ To be able to explain what an e-book is and how it is different to a traditional book.
- ❖ To know what animation means.
- ❖ To be able to explain what a background is.
- * To understand what 'text' means.
- To know how a story can be made better by adding sound and animation.

Skills

Children will:

- Identify and describe a range of animations that they may be familiar with.
- Be able to use the main features of the Stop Motion app.
- Make a simple animation by drawing pictures and taking photos to make new frames.
- Plan a short animation by making a story board.
- Make a background and choose props for their animation.
- Make a short stop motion animation by taking photos of a prop/s, moving it slightly before taking a new frame.

Key Vocabulary

- animation
- * stop motion
- ❖ frame
- flip book
- background
- * object
- prop
- stills
- photos

