



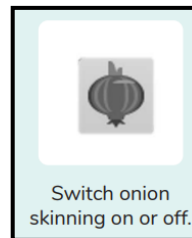
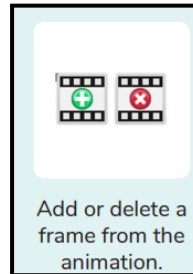
Year 4 Computing: Animation (Information Technology)

Prior Learning (Year 3)

- I can combine text and pictures on screen.
- I can add an image and sound to a presentation.
- I know that you can add animation to make things move on screen.
- I can create digital art using different tools and programs (2Paint)

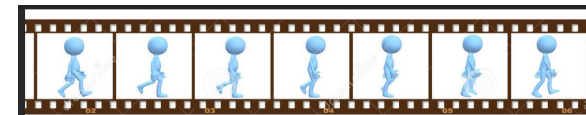
Sticky Knowledge

- I can discuss what makes a good animated film or cartoon.
- I know how animations are created by hand.
- I know how animation can be created in a similar way using the computer.
- I understand what 'onion skinning' is in animation.
- I can add backgrounds and sounds to animations.
- I have some understanding of what 'stop motion' animation is.
- I can share animation on the class display board.



Key Vocabulary

animation	The process of adding movement to still objects.
FPS (Frames Per Second)	The number of frames played per second.
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.
pause	To temporarily stop the animation.
stop motion	A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the



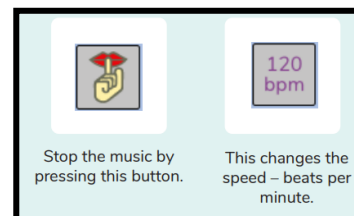
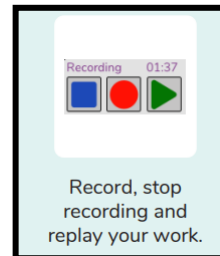
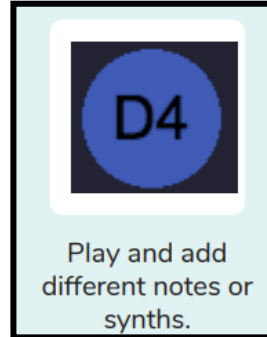


Prior Learning (Animation)

- I know that sound can be added to animations
- I can add simple sound effects to stories and presentations.
- I can select sounds from a library of sounds.
- I can save and edit my work to make changes.
- I know what makes a good animation using sound.

Sticky Knowledge

- I can identify and discuss the main elements of music.
- I understand and can experiment with rhythm and tempo.
- I can create a melodic phrase.
- I can electronically compose a piece of music.



Key Vocabulary

BPM	Beats per Minute. Changing the BPM changes the speed of the music.
dynamics	How loud or quiet a sound is.
harmonious	Notes which sound tuneful and pleasant together.
melody	A sequence of notes which make up a tune.
pitch	How high or low a sound is.
pulse	The steady beat of piece of music.
rhythm	A pattern of long and short sounds and silences.
tempo	How slow or fast a piece of music is.
texture	The different sounds you can hear in a piece of music.
synths	Short for 'synthesizer'. Electronic musical sounds.