To explain that an animation is made up of a sequence of images

To plan an animation using a storyboard

To capture an image

To identify that a capturing device needs to be in a fixed position

To set up the work area with an awareness of what will be captured

To use the onion skinning tool to review subject position

To move a subject between captures

To review a captured sequence of frames as an animation

To recognise that smaller movements create smoother animation

To explain the need for consistency in working

To explain the impact of adding other media to an animation

To review a completed project

To explain that a project must be exported so it can be shared

To remove frames to improve an animation

To add media to enhance an animation

Resources are updated regularly - the latest version is available at: the-cc.io/curriculum.

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Key:
- Concept
- Skill
- Links:
  - Direct prerequisite
  - Scaffolding not direct prerequisite

Learning graph
Year 3 - Stop-frame animation