Objectives and Sticky Knowledge

Previous Knowledge Recap:

- Use logical reasoning to predict the behaviour of simple programs.
- Create, store and retrieve digital content.
- Understand the importance of respect online and positive interactions.





Land Objectives and Sticky Knowledge:

To explain that animation is a sequence of drawings or photographs	To relate animated movement with a sequence of images	To plan an animation	To identify the need to work consistently and carefully	To review and improve an animation	To evaluate the impact of adding other media to an animation
I can draw a sequence of pictures I can create an effective flip book—style animation I can explain how an animation/flip book works	 I can predict what an animation will look like I can explain why little changes are needed for each frame I can create an effective stop-frame animation 	 I can break down a story into settings, characters and events I can describe an animation that is achievable on screen I can create a storyboard 	 I can use onion skinning to help me make small changes between frames I can review a sequence of frames to check my work I can evaluate the quality of my animation 	 I can explain ways to make my animation better I can evaluate another learner's animation I can improve my animation based on feedback 	 I can add other media to my animation I can explain why I added other media to my animation I can evaluate my final film

Links with 'Communication' Golden Thread:

Links with CST and CKA Values Crown:

Year 3 Connecting Computers – Computing Knowledge Organiser

Sky Objectives:

- 1. Use knowledge of sequencing algorithms to aid in detecting errors.
- 2. Use search technologies effectively and critically whilst appreciating the selection and ranking systems in place.
- 3. Explain the importance of respectful and responsible online activity whilst understanding how to report unacceptable content and contact.





