## Objectives and Sticky Knowledge

**Previous Knowledge Recap:**
Understand that programs require precise instructions.

**Land Objectives and Sticky Knowledge:**

**To be able to create a stop frame animation.**

*explain that animation is a sequence of drawings or photographs
* relate animated movement with a sequence of images
* plan an animation
*to review and improve an animation

**Links with 'Communication' Golden Thread:**

**Links with CST and CKA Values Crown:**

# Year 3 Computing

## 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.

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|---|---|
| Animation | Pictures or photographs in a sequence to give the illusion of movement. |
| Animator | Someone who specialises in the creation of animations. |
| Background | What can be seen behind the main objects or people in a picture. |
| Decompose | To break something down into smaller chunks. |
| Duplicate | To make an exact copy of something. |
| Editing | The process of making changes to a text or film. |
| Frame | Each picture or page in an animation. |
| Illusion | Something that is not how it appears to be. |
| Onion Skinning | A way of seeing the previous frame to help create the next frame in an animation. |
| Stop Motion | A sequence of images or photographs used to create an animation. |
| Storyboard | A sequence of sketches to show what will be included within an animation or video. |

The stop motion animation process.
1.
2.
3.
4.