

Computing Cycle B 3/4

Information Technology - Stop-frame animation - Unit 3.2

Lesson 1
How does
animation work?

animation
flip book

Lesson 2
How can we make
a simple stop-
frame animation?

stop-frame
animation

frame
sequence

Lesson 3
How do you plan
an animation?

onion skinning

Lesson 4
How can we use
onion skinning to
make changes
between frames?

consistency

Lesson 5
How can we
improve our
animations?

evaluation
delete

Lesson 6
What is the impact
of adding other
media to an
animation?

+
Assessment

media
import
transition

What will we be learning about over the coming weeks?