



## Year 2 Computing

### Summer 1: We Are Animators (Creating a stop-motion animation)

Session	National Curriculum Statement	WALT	Learning Outcomes (Success Criteria)	Resources	Vocabulary
<p><b>Subject Cultural Capital = Using &amp; Applying computing knowledge to solve problems</b></p> <p><b>Differentiation = please see the differentiation for the EXC EM &amp; SEND (Please see SEND pupils IEPs when planning)</b></p> <p><b>Minimum expectations to check for understanding during lessons = targeted questioning / mini whiteboards/ peer talk /thumb signs</b></p> <p><b>Long term memory skill development strategy = LAST, LAST, LAST linked to the WALT</b></p> <p><b>Literacy &amp; Numeracy skills development = ICT vocabulary bank linked to the WALT &amp; include numeracy skills where they are linked to the WALT in the weekly planning</b></p>					
<p><b>On Line Safety: Pupils could source character designs or view animations online. If they do, remind pupils what to do if they encounter content that is inappropriate or makes them feel uncomfortable. If pupils upload their work to share with a wider audience, they should do so in accordance with your school's policy, typically ensuring that pupils are not shown or identified in the videos. They should make sure that any third-party content in their animations is credited</b></p>					
1. Planning animations	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To learn what makes a good animation and how to plan an animation using a storyboard	Children know how an animation is made and practise making a flipbook animation.	Stop Motion Studio iPads Chromebooks	Characters storyboard
2. Assembling media assets	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To understand how stop-motion animations are made and create original characters, props and backgrounds (media assets) needed for their animation	Children can make a simple animation using characters, props and backgrounds.	Stop Motion Studio iPads Chromebooks	Characters Storyboard Stop-motion animation Frame Props background

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3. Starting to film	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To learn how to use Stop Motion Studio and to start to film their stop-motion animation	Children can take a series of photographs making slight changes to their props each time to begin a stop-motion animation.	Stop Motion Studio iPads Chromebooks tripods	Characters Storyboard Stop-motion animation Frame Props Background Onion-skinning stage
4. Completing the filming	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To explore more features of Stop Motion Studio and complete the recording of their animation	Children complete their stop-motion animation.	Stop Motion Studio iPads Chromebooks	Characters Storyboard Stop-motion animation Frame Props Background Onion-skinning stage
5. Adding audio	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To plan and record audio to accompany their animation	Children can experiment with adding audio to their film.	Stop Motion Studio iPads Chromebooks	Characters Storyboard Stop-motion animation Frame Props Background Onion-skinning Stage audio
6. Reviewing	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To review one of the class's animations and provide constructively critical feedback	Children can identify advantages and disadvantages of stop-motion animation.	Stop Motion Studio iPads Chromebooks	Characters Storyboard Stop-motion animation Frame Props Background Onion-skinning stage