



iMedia

Lite Level 2 iAnimate – i2D

KS1 PPA Cover Planning

- **Work Schemes**
- **Learning Objectives**
- **Key Skills**

Lite Level 2

i2D

Unit Length: 5 – 7 hours

Course overview: This course focuses on 2D and hand drawn animation. Pupils will learn how to bring two dimensional drawings to life through use of the app 'Do Ink Animation'. They will animate a given story line on 'Scratch Jr', mixing coding into their creativity, as well as creating their own animated Lego figure and finally create a flip book.

Learning objective for the course: Throughout i2D pupils will learn what 2D animation is and how to create one. They will learn the difference between 2D and 3D as well as creating a flip book.

Keywords: Flip book, Animation, 2D/Hand-drawn, 3D/Computer-generated, Frame, Quality control, Movement.

Apps Used Include: Stop Motion Studio, Do Ink Animation, Strip Design

Learning Session 1: After a recap of the learning in Level 1, pupils will move on to understanding what 2D hand drawn animation looks like, and how it is used in some of the TV programmes and films they watch. Pupils will complete a number of small tasks on whiteboards to help them achieve a simple 2D animation.

Learning Session 2: During Learning Session 2 the pupils learn about Flip books. They will look at what makes a good one, and how they can achieve a similar look. After looking at some examples and discussing them as a class the pupils will use Do Ink Animation to complete their first flip book.


Learning Session 3: Learning Session 3 will focus around showing the pupils the difference between 2D and 3D animation. Within the twenty-first century it is common that both are done on a digital device; we will look at older examples detailing the differences between cell drawing and 3D computer-generated animations.

Learning Session 4: In this session pupils will use their programming skills to code a short animation on Scratch. There will be lots of additional tasks on the board for any pupils that have finished the main task, so they will be able to push themselves and let their imagination blend with their programming abilities.

Learning Session 5: Pupils will be introduced to 2D character creation within the app Do Ink Animation. This will be an exercise to try and convey different emotions using only the face and a canvas. Each group will draw their own face to animate.

Learning Session 6: Pupils will be introduced to storyboarding and how it can help us plan our work. During this lesson, the task will be to plan their animation ready to begin animating next week. Some pupils may begin animating if they successfully complete their plan.

Learning Session 7: This session will run either as part of a longer half term or a contingency for pupils or classes who have exceeded the lesson plans for the half term. Pupils will bring their plan from Learning Session 6 to life in this lesson by choosing either Do Ink Animation or Stop motion Studios to complete their 2D animation.



Contingency: Additional lesson plans are in place for less able pupils and higher ability pupils.

iMedia

In this document we will provide you with key information relating to our PPA Cover

Secure Website

We have created a login for your school on our website where you can access key information. We have found this is a quick and easy way to provide you with all of the information you require. Using this login you can access all of our risk assessments, insurance documents and relevant policies, as well as a copy of each staff member's DBS with a photo of them for identification purposes. The website address to access this information is www.juniorjam.co.uk/protected; please use the username and password details that are on your order confirmation.

OFSTED, Planning and Overview Documents

Shortly after booking the main contact will receive a planning document email; by clicking the links in this email you can view the planning, unit overviews and National Curriculum mapping for each level we are delivering. These documents are really important and vital, should OFSTED decide to Deep Dive into one of the subjects we are providing. Please forward this email to the relevant subject coordinator for their records. If OFSTED schedule a visit on a day we are in, please contact the office so we can brief our staff members.

Assessment

From September 2020 our staff will produce a Course Evaluation for each class they teach. This will directly link to the National Curriculum and will detail how the class has achieved key curriculum objectives. This will be done at the end of each half term and will be accessible via the secure section of our website. Junior Jam also offer Reporting & Assessing, where each child receives individual grades at the end of each half term – this is an optional extra and must be requested with your sales agent prior to the course starting. A written report for your pupils is outside the scope of your PPA Cover contract, however if you give our staff member time and resources within their PPA teaching time, they will endeavour to provide this for you – this time cannot be their lunch or during their break and should be requested via your sales agent. If no time is available within your PPA Cover, additional time can be requested from your Junior Jam sales agent.

Space Requirements

Our iMedia lessons simply require the use of a classroom with an interactive whiteboard. Depending on the activity type we may be required to move desks around to create a more effective space; the staff members will always return the classroom to the state it was found in. The iDesign and iFilm workshops may also utilise outdoor spaces to add to the children's learning; this will always be done with school permission prior to the session beginning.

PPA Questionnaire

Before the first PPA cover session our leader will arrive 30 minutes early to fill in a quick question sheet relating to your school and the classes they will be teaching. If you could arrange for either yourself, a deputy or a class teacher to sit down with our staff member to run through this questionnaire it would be of great benefit to the lessons they run.

iMedia Uploads and Wall Posts

Several of our iMedia subjects have work from the pupils which we can upload to our secure website. Your order confirmation contains the login details, simply click on the 'Media Uploads' tab to see the work that has been completed at the end of each half term. There are some subjects where uploads are not produced due to GDPR and safeguarding; for more information on this please view our Digital Procedure Policy within the secure section of our website.

Lite Level 2 i2D: Curriculum links

The learning pathways for each iMedia subject are in line with the Curriculum 2014. Below outlines all the curriculum points hit during this unit. iMedia levels are topic-based so pupils will be learning beyond these attainment targets and in real-life contexts.

Curriculum 2014

Computing

- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Recognise common uses of information technology beyond school.
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Lite Level 2 i2D: Learning Objectives and Outcomes

Learning Session 1

Learning Objective:

Today we are going to learn the meaning of 2D animation.

Learning Outcome:

By the end of the lesson;

All pupils will

- be able to animate in 2D stop motion where an object is drawn and changes throughout the animation.

Most pupils will

- be able to create a 2D stop motion animation on a whiteboard to create a scene with multiple drawings.

Some pupils will

- be able to create a scene where one drawing effects another throughout the animation.

Learning Session 2

Learning Objective:

Today we will learn how to create a simple flip book.

Learning Outcome:

By the end of the lesson;

All pupils will

- understand how a flip book works and is created.

Most pupils will

- be able to create a flip book with a simple plot line.

Some pupils will

- be able to create a flip book with a more complex plot line.

Learning Session 3

Learning Objective:

Today we will learn the difference between 2D and 3D animation.

Learning Outcome:

By the end of the lesson;

All pupils will

- be able to explain some of the differences between 2D and 3D animation.

Most pupils will

- be able to name some advantages and disadvantages of both 2D cell drawing and 3D computer-generated animation.

Some pupils will

- be able to say some of the visual differences between 2D and 3D animation.

Learning Session 4

Learning Objective:

Today we will learn how to create a 2D animation using programming skills.

Learning Outcome:

By the end of the lesson;

All pupils will

- be able to animate a sprite to play out a given scenario on Scratch.

Most pupils will

- be able to animate multiple scenes and/or characters on a Scratch project.

Some pupils will

- be able to animate multiple sprites that interact.

Learning Session 5

Learning Objective:

Today we will learn how to animate over the top of an object and create our own LEGO movie.

Learning Outcome:

By the end of the lesson;

All pupils will

- be able to create features using a character face drawn by themselves.

Most pupils will

- be able to create features over an animated face where the features change each frame. E.g., character winks or smiles.

Some pupils will

- be able to create features over an animated face where the features change each frame. E.g., character winks or smiles, while keeping the features in the same place frame to frame.

Learning Session 6

Learning Objective:

Today we will learn how to plan our 2D animation to make it easier to complete next week.

Learning Outcome:

By the end of the lesson;

All pupils will

- know how to broadly plan a 2D animation.

Most pupils will

- know how to plan a 2D animation frame by frame.

Some pupils will

- decide if their animation would be better completed on 'Do Ink Animation' or 'Stop Motion Studio', and plan with that in mind.

Learning Session 7

Learning Objective:

Today we will learn how to bring all of our skills together to create a final 2D animation.

Learning Outcome:

By the end of the lesson;

All pupils will

- be able to execute their plan of a 2D animation.

Most pupils will

- be able to execute their 2D animation plan with added scenes where needed.

Some pupils will

- be able to add a character to embellish their 2D animation after they have completed their plan.

Pupils with lower ability will be encouraged to work on their flip book for longer and focus on gaining that skill before moving on to other techniques.

Pupils of a higher ability be encouraged to use some of the Level 1 techniques within their work and extend their knowledge. They will also be pushed to execute the fundamentals of 2D animation within their projects more than others in the class.