

Didactic Scenario

1. Title

Digital Animation

2. Keywords

Animation, Motion, Digital, Art

3. Basic Information

STEAM Subject: Technology, Art, Math

Typical interaction time with the instructional scenario in teaching hours for in-school work:
90 minutes

General description of the scenario:

<u>Phases</u>	<u>Stage</u>	<u>Time</u>
What is animation and how to make it	Preparation	30 minutes
Creating animation	Implementation	50 minutes
Closing	Evaluation	10 minutes

Age group: 3-4 grades

Estimated difficulty level:

Very Easy	Easy	Moderate	Challenging	Very Challenging
			X	

Teaching resources

Material: N/A

School infrastructure: Tablets/Phones, computer for a teacher, projector or TV screen.

Additional material from external sources/online tools:

How to use FLIPACLIP

<https://youtu.be/fAf38GpZa3Y>

12 Principles of Animation

<https://www.youtube.com/watch?v=uDqjldl4bF4>

The 5 Types of Animation

<https://youtu.be/NZbrdCAsYqU>

Animation on ONES, TWOS, and THREES compared

<https://youtu.be/0r3d2eMw8Ws>

How Does Animation Work?

<https://youtu.be/dGGU4rAkShE>

Differentiated Instruction for students of differing abilities and learning styles in the same class: N/A

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4. Educational Problem

Children lack an understanding of how animation is made. Most of the time they think that the only way to create is just to use super expensive equipment and learn it only in college/university/special school/course. With this scenario children not only will learn about the animation process but also the equipment they can use on their own.

5. Learning Objective (-s)

1. Learning about animation and its creation process.
2. Improving drawing skills together with practicing computer literacy skills through the animation drawing app.
3. Creating a simple digital animation.

6. Phases of the Scenario

Phase 1

Title: What is animation and how to make it

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 30 minutes

Detailed description of the scenario phase:

With the help of the slide presentation:

- Teacher introduces students to animation, what defines it.
- Teacher together with students explore types of animation.
- Teacher explains how animation is made and what kind of tools are required.
- Teacher shows how to use selected animation drawing programs
- Teacher introduces students to the task.

Activity sheets: N/A

Phase 2

Title: Creating animation

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 50 minutes

Detailed description of the scenario phase:

- Students start animation creation process.
- Teacher follows the animation creation phase, helps with giving tips.

Activity sheets: N/A

Phase 3

Title: Closing

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

The teacher together with students has a short reflection on what happened, what students learned, how they can use this knowledge in the future, etc.

Activity sheets: N/A

7. Evaluation Methodology

Open discussion about the topics covered and by following questions such as “What happened?”, “What did we learn today?”, “Where we can use these new methods?”, “How did I feel during the learning process?” etc.

8. Additional Resources for the teacher

- Slides
- One pager notes