

Animation	This is the major project of the course, and combines all of the skill and understanding gained from the previous projects. It allows more independence for students, and more diversity of outcome. Because of the high level of expertise and sophistication, a student completing this project guarantees a grade of 5 or better. It also offers higher level students to create an animation in their own style, using 3D stop motion, which will be tailored to the individual, and not outlined here
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Resources	L:\CURRICULUM\ART D&T\2017-2018\Resources\Graphics\Resources & Projects\Animation
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Student Activity	Students to brainstorm ideas of themes for their animations, and begin to research imagery	Students to make initial sketches from research imagery	Students to design characters on figure templates	Students to trace designs in separate body parts, and add detail and shade	Students to create articulated card model of character from photocopies of their designs	Students to create movement photos using models
Knowledge/Understanding Skills	Understanding the importance of a strong theme, and appropriate research	Drawing for a purpose, understanding of what to record	How to use research to create an original design	Understanding of how their character will be articulated.	Understanding how their character will move.	Understanding of what movements can be used to create whatever animation they create
Curriculum mapping Past	Research in Frankenstein project	Drawing skills developed	Drawing skills developed	Drawing skills developed		
Curriculum mapping Future	Images to be used to design characters	Skills for Exam	Images to be used for animation character	Design to be scanned and photocopied to create Digital and Card models	To be used to create animation movements	Images to be overlaid with digital version
Assessment against AOs	AO1 - Context	AO3 - recording	AO1 - Context Development AO2 - Recording	AO3 - Recording Development AO2 -	AO2 - Development	AO2 - Development
G&T	Research more than one theme	Level of recording	Different designs, create own template and proportions	Higher level of shade and detail	Extra accessories	More advanced movements
Lower ability		Rough sketches appropriate	Range of templates	Use of tracing paper, one to one help, to ensure figure is broken up properly	Use of photocopies	Help using webcam
H/W						

Students to colourise scans of their character parts images	Students to layer digital body parts over photographed movements to create their initial frames	Students to draw out parts that can be incorporated to create platform game backgrounds	Students to add all of their figure movements onto backgrounds, to create their final frames	Animating frames using Corel Video studio, and adding sound
Understanding how to outline and colourise images, and use of layers to create strong images	Use of multiple layers	Understanding how computer games designers create a limited number of background parts to make complex backgrounds	Use of multiple layers, Understanding of movement and narative	Use of Corel video studio
Car ad	Layering in previous projects		Use of layers in proevious projects	
Images to be used for final movements	Movements to be added to backgrounds	To be combined to create final backgrounds	Alevel animations	Alevel animations
AO2 - Development	AO2 - Development	AO3 - Recording	AO2 - Development	AO2 - Development AO4 - Personal response
Use of shade and duplicated layers		More complex images	Extra characters	Multiple sound layers
Technical help	Technical help	Simpler images	Technical help	Technical help