Uplands Computing Progression of Skills 2021-2022

Digital Animator
National Curriculum Objectives
Co2/1.6 Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Prior Learning (Year 2)	Vocabulary	Apps & Links
Co2/1.4 Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	-Multimedia -Animate -Animation - Still image - Thaumatrope - Zoetrope - Zoopraxiscope - Stereoscope - Flip book -Frame - Onion skinning - Loop - Frame rate - Record - Stop - Play - Backdrop - Stop Motion -Upload - Image -Analyse - Evaluate - Positive - Negative, - Effectiveness	Puppet Pals I Can animate imotion imovie Stop Motion See Saw Video Editor Koma Koma (Yr3/4)- great to introduce simple stop motion techniques

Progression of Skills
Digital Animator

Knowledge:
-I know how to use stop-frame animation techniques
-I know how to use animation techniques and effects

Year 2	Year 3	Year 4	Year 5	Year 6
Skills:	Skills:	Skills:	Skills:	Skills:
-I can create multiple animations of an image and edit these together. -I can create a simple stop motion animation. -I can explain how an animation/flip book works. -I can add animation to a story. -I can add sound to a story, including voice recording and music that I have composed. -I can add backgrounds and copy and paste pages.	-I can create animations of faces to speak in role with more life-like realistic outcomes. -I can improve stop motion animation clips with techniques like onion skinning. -I can use animation tools in presenting software to create simple animations.	-I can take multiple animations of a character I have created and edit them together for a longer video. -I can use software to create a 3D animated story. -I can use line draw tool to create animations.	• I can record animations of different characters and edit them together to create an interview. • I can add green screen effects to a stop motion animation. • I can create flip book animation using digital drawings and export as a Gif or video.	I can mix animations and videos recordings of myself to create video interviews. • I can plan, script and create a 3D animation to explain a concept or tell a story. • I can choose and create different types of animations to best explain my learning.