



Creative Computing

## Year 7/8 - Half Term 1/4 – Animation Unit

<b>Prior Learning</b>	This unit teaches all the basic animation types of skills for stop frame and key frame animations. What is being studied is designed to build upon principles of KS2 and get all students in the year to be up to the same knowledge and experience standard that is expected by the school and the KS3 curriculum which allows them to experience the use of computers from a creative perspective and complements / balances the subject studied at Computer Science. IT MUST BE NOTED THAT THIS SUBJECT IS DESIGNED TO BE STUDIED ON THE TECHNOLOGY CAROUSEL AND AS A RESULT IT MAY BE STUDIED BETWEEN THE BEGINNING OF YEAR 7 TO THE END OF YEAR 8 FOR HALF AN ACADEMIC YEAR ONLY.
<b>What will I learn?</b>	This unit is a practical unit on animation production. Students will learn about the history of animation, the different types of animation and techniques. You will create a number of animations including a stick man, aquarium and an e-Card. The summative assessment comprises of open-ended questions and evidencing of the e-card created. <b>They will complete the following key elements during this half term : Pre assessment, what is animation?, what are the different animation types?, stick figure animation, key frame animation, aquarium task and vector graphic creation.</b>
<b>Next Steps</b>	The work that will be completed in 'Animation' is a foundation of the KS4 'Creative i-Media' option that is currently offered by the school.
<b>Personal Development</b>	Helps students to make informed choices with reference to Careers and options as this unit. The careers are : 2D animator, graphic designer, storyboard designer, illustrator, game artist. An awareness of law is also covered with copyright of work / images as well as internet safety when searching the web.
<b>Key vocabulary</b>	Animation, traditional animation, stop motion animation, 3D animations, frame, stop frame, key frame, onion skinning, squash and stretch, bitmap, vector, layers, tween, export, file types, WMV file, resolution. Technical, technology, sequence, capacity, logic, access, criteria. <b>identify, explain, interpret, present, relate, example, define, proof, justify, show.</b>
<b>How and when will I be assessed?</b>	This unit will be assessed by a variety of written and practical tasks throughout the term averaging out at one per lesson, this will be assessed by either the teacher, the student or one of their peers. Also at the beginning of the unit the students will be given a pre assessment to establish what knowledge they come to the unit with. They will be graded. The students will then complete an assessment that will be completed at the end of the unit under exam conditions and the submission of a port folio of animation evidence.
<b>Resources to use</b>	Every resource, worksheet, booklet, video, simulation, link etc that is used in each of the lessons are available for them instantly at first log in to Moodle in September of year 7, giving them a clear and comprehensive venture into EVERY past, present and future lesson for the entire academic year! <a href="https://vle.cardinalallen.co.uk/course/view.php?id=399">https://vle.cardinalallen.co.uk/course/view.php?id=399</a>
<b>Enrichment opportunities</b>	This is a useful link to create your own animations: <a href="https://pivotanimator.net/">https://pivotanimator.net/</a> <a href="https://www.bbc.co.uk/bitesize/guides/zv2v4wx/revision/5">https://www.bbc.co.uk/bitesize/guides/zv2v4wx/revision/5</a> <a href="https://www.youtube.com/watch?v=Sfzy05M-nzY">https://www.youtube.com/watch?v=Sfzy05M-nzY</a>

## Year 7/8 - Half Term 2/5 – Animation Unit

<b>Prior Learning</b>	The work covered during this half term is a finalisation of the Animation that was started in the last half term. It teaches all the basic animation types of skills for stop frame and key frame animations. What is being studied is designed to build upon principles of KS2 and get all students in the year to be up to the same knowledge and experience standard that is expected by the school and the KS3 curriculum which allows them to experience the use of computers from a creative perspective and complements / balances the subject studied at Computer Science.
<b>What will I learn?</b>	In this half term the students will be building on the theory and experience from half term 1 where the unit of animation has been introduced. They will be creating two key frame animations using various techniques and software tools. They will be creating their key frame animation in Serif Draw-Plus. They will be creating vector graphics from scratch and creating an animation based around an underwater / aquarium theme. This will then be exported in a suitable file format and saved. <b>They will complete the following key elements during this half term : design an e card, build an e card, review their e card, complete an assessment as well as respond to teacher and peer feedback.</b>
<b>Next Steps</b>	The work that will be completed in 'Animation' is a foundation of the KS4 'Creative i-Media' option that is currently offered by the school.
<b>Personal Development</b>	Helps students to make informed choices with reference to Careers and options as this unit. The careers are : 2D animator, graphic designer, storyboard designer, illustrator, game artist. An awareness of law is also covered with copyright of work / images as well as internet safety when searching the web.
<b>Key vocabulary</b>	Animation, traditional animation, stop motion animation, 3D animations, frame, stop frame, key frame, onion skinning, squash and stretch, bitmap, vector, layers, tween. Technical, technology, sequence, capacity, logic, access, criteria. <b>identify, explain, interpret, present, relate, example, define, proof, justify, show.</b>
<b>How and when will I be assessed?</b>	The students will then complete an assessment that will be completed at the end of the unit under exam conditions and the submission of a port folio of animation evidence.
<b>Resources to use</b>	Every resource, worksheet, booklet, video, simulation, link etc that is used in each of the lessons are available for them instantly at first log in to Moodle in September of year 7, giving them a clear and comprehensive venture into EVERY past, present and future lesson for the entire academic year! <a href="https://vle.cardinalallen.co.uk/course/view.php?id=399">https://vle.cardinalallen.co.uk/course/view.php?id=399</a>
<b>Enrichment opportunities</b>	This is a useful link to create your own animations: <a href="https://pivotanimator.net/">https://pivotanimator.net/</a> <a href="https://www.bbc.co.uk/bitesize/guides/zv2v4wx/revision/5">https://www.bbc.co.uk/bitesize/guides/zv2v4wx/revision/5</a> <a href="https://www.youtube.com/watch?v=Sfzy05M-nzY">https://www.youtube.com/watch?v=Sfzy05M-nzY</a>

## Year 7/8 - Half Term 3/6 – Sound Editing Unit

<b>Prior Learning</b>	This Sound editing unit is designed to build upon principles of KS2 and get all students in the year to be up to the same knowledge and experience standard that is expected by the school and the KS3 curriculum which allows them to experience the use of computers from a creative perspective and complements / balances the subject studied at Computer Science. Any sound editing experience undertaken at primary school will be relevant in this unit.
<b>What will I learn?</b>	This unit is a practical unit on sound editing. Students will learn a range of sound editing techniques and how to add sound effects and mix tracks. They will create a number of sound tracks including a restaurant advertisement, an audio story and a radio advert. <b>They will complete the following key elements during this half term : pre assessment, sound editing, audio story, plan a radio advert, create a radio advert, review a radio advert, respond to feedback.</b>
<b>Next Steps</b>	The work that will be completed in 'Sound Editing' is a foundation of the KS4 'Creative i-Media' option with particular reference to the website design unit that requires students to create an MP3 recording that plays in their site.
<b>Personal Development</b>	Helps students to make informed choices with reference to Careers and options as this unit. The careers are : 2D animator, graphic designer, storyboard designer, illustrator, game artist, sound engineer, foley artist, sound effects editor, sound producer. Copyright law is also considered as well as safely browsing the web to collect sound effects.
<b>Key vocabulary</b>	Identify, analyse, explain, justify, analogue audio, digital audio, soundcard, sound editor, amplitude, pitch, MP3, Foley Artist, track, selection tool, time shift tool, audio story, audio storyboard. Technical, technology, sequence, capacity, logic, access, criteria. <b>identify, explain, interpret, present, relate, example, define, proof, justify, show.</b>
<b>How and when will I be assessed?</b>	This unit will be assessed by a variety of written and practical tasks throughout the term averaging out at one per lesson, this will be assessed by either the teacher, the student or one of their peers. The summative assessment comprises of open-ended questions and evidencing of the radio advert created in a portfolio.
<b>Resources to use</b>	Every resource, worksheet, booklet, video, simulation, link etc that is used in each of the lessons are available for them instantly at first log in to Moodle, giving them a clear and comprehensive venture into every past, present and future lesson for the entire academic year! <a href="https://vle.cardinalallen.co.uk/course/view.php?id=399">https://vle.cardinalallen.co.uk/course/view.php?id=399</a> Other online resources : <a href="https://www.audacityteam.org/">https://www.audacityteam.org/</a>
<b>Enrichment opportunities</b>	On Moodle, the challenge cards for each unit are available to access and complete as well as specific 'Stretch and Challenge' resources. Available at: <a href="https://vle.cardinalallen.co.uk/course/view.php?id=399">https://vle.cardinalallen.co.uk/course/view.php?id=399</a> Or create and export your own audacity recording at <a href="https://www.audacityteam.org/">https://www.audacityteam.org/</a>