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| **Core Knowledge Map** | | | |
| Subject: Computer Science | Year: 7 | | Term: 3.5 |
| What are we learning? | | | |
| How to do Simple animation using Pivot  How to program with blocks using Scratch  How to use social media safely and how to get help | | | |
| How will I be assessed | | | |
| There will be a checklist of things you have done, and you will create a project evidence PowerPoint with screenshots of your work | | | |
| Big questions: | | | |
| What is animation and how does it work?  What is block programming and what can it do?  How do I stay safe online? | | | |
| How does this build on previous learning? | | How will this link to my future learning? | |
| Animation is a new topic, scratch will build on your programming from Kodu earlier in the year.  Online Safety is an ongoing topic with a refresher about social media and how to behave online. | | This topic introduces some programming skills that will be built upon when Python is introduced in year 8  The animation with provide knowledge and skills you will use in the creative computing topics | |
| Core knowledge: | | Key vocabulary: | |
| How animation – moving pictures works   * Frame rates – how fast before it seems like a moving image?   Character design basics – character sheets   * View from every angle * Description of characteristics * Backstory   Storyboarding   * Scene by scene view of the action   Movement and Sprite behaviour  Lives, scoring and game mechanics  Levels  sounds | | Zoetrope  Keyframe / frame  Armature  Sprite  Asset  Background / scene  Mpeg/mp3/mp3/wav  resolution | |
| Need more help? | | | |
| 1. [Animation techniques - Animation - GCSE Moving Image Arts (CCEA) Revision - BBC Bitesize](https://www.bbc.co.uk/bitesize/guides/ztt99qt/revision/1) 2. [How Stop-Motion Movies Are Animated at Aardman | WIRED - YouTube](https://www.youtube.com/watch?v=jZvQzkFcKEM) | | | |