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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 PivotHow to program with blocks using ScratchHow 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 8The 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 mechanicsLevelssounds | ZoetropeKeyframe / frameArmatureSpriteAssetBackground / sceneMpeg/mp3/mp3/wavresolution |
| 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)
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