Animation Project

Student Workbook

Name:

Class:

Plan

Create

Evaluate

Improve

Measure Impact

Fl
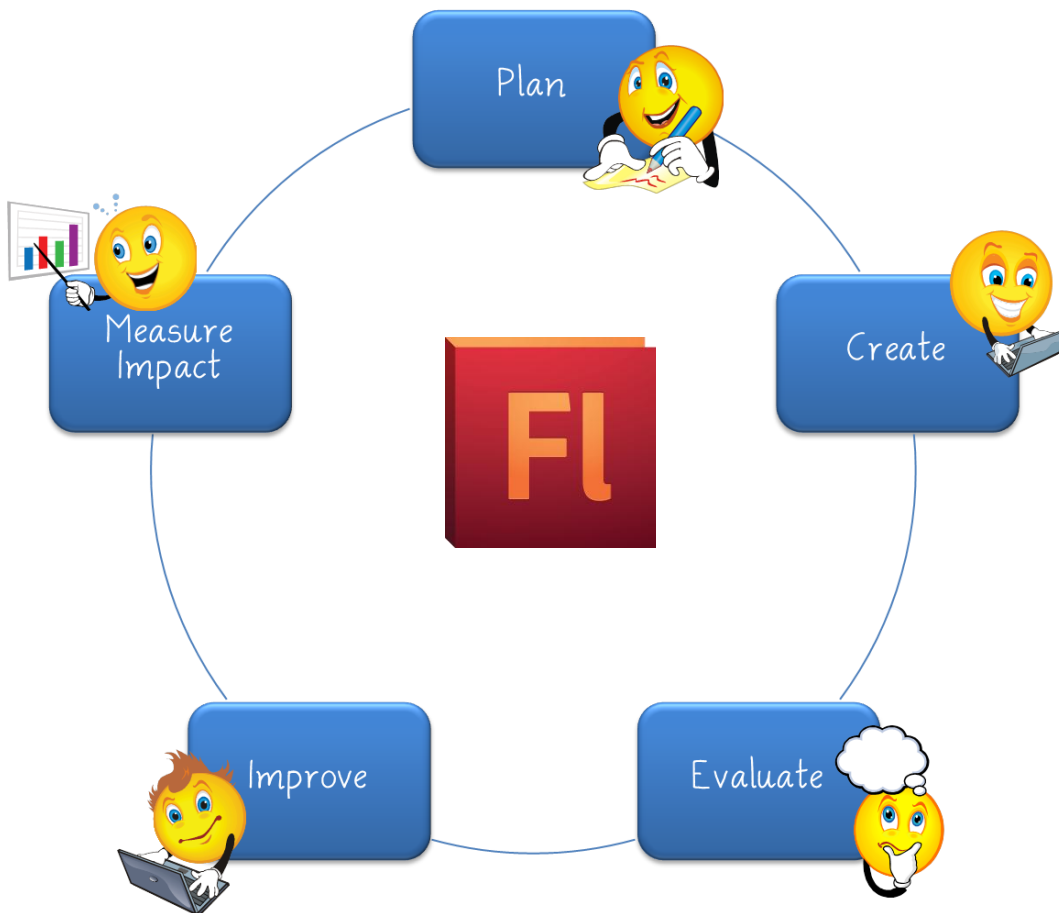
Planning the Animation

Put a tick(✓) next to your chosen topic below:

☐ An animation for <u>children</u> about the benefits of wearing bright clothes on the way home from school.

☐ An animation for <u>teenagers</u> to make them aware of the risks online.

☐ An animation for <u>adults</u> warning them about the risks of smoking.

Why have you chosen this topic? (Explain in detail)

Write a list of 5 <u>Success Criteria</u> that you can use to judge your animation against when you're finished (you'll complete the "Achieved" column once you've finished your animation):

Success Criteria	Achieved? (✓ or x)

Setting the Scene

What are you going to use for the setting of the animation? (ie, what is the background going to be?):

Background	Why does it suit the audience?

Characters

Your animation will almost certainly have characters. Use the boxes below to outline the characters you intend to use and why they suit the intended audience:

Characters	Why do they suit the audience?

Storyboard

Complete this storyboard to sketch out an overview of your animation. Use the boxes below each section to explain what is happening.

1.	2.

3.	4.

5.	6.

Creating the Animation

You now need to create the animation you have designed using Serif DrawPlus. Here is a recap of some of the tools you may need to use:

Node tool:

Allows you to select parts of a drawing separately and move them around.

Selection Tool:

Use to select graphics, use the drop-down to rotate objects

Pencil & Paintbrush tools:

Used for free-hand drawing

Pen tool:

Use this to create a path to make detailed shapes. - click to add points.

Line tool:

Used for drawing straight lines.

Free-form Paint tool:

Drop-down to select an eraser.

Shape tools:

For a variety of different shapes

Text tool:

Use this to add text. Change the font using the properties at the top.

Fill tool:

Used to fill shapes with colour.

Perspective tool:

Used to change the perspective of a shape or graphic.

Click here to add new **Key Frames**.

Click here to remove frames.

Click here to play your animation.

Use the camera to zoom in on parts of the scene.

Storyboard
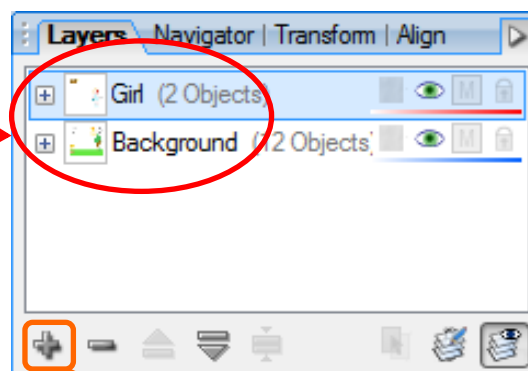
Insert | Delete | Camera

1000ms | (1.0s)
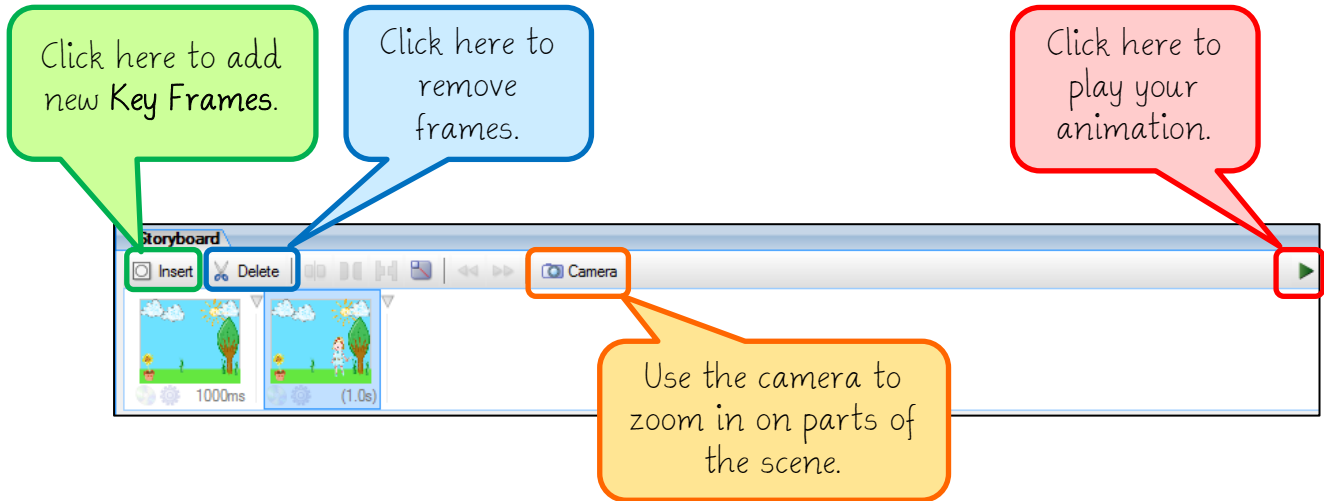
Don't forget!

✓ If you want parts of a picture to move separately they <u>should</u> be in separate layers (see below).

Different layers used!
REMEMBER: LAYERS, LAYERS, LAYERS!

Layers | Navigator | Transform | Align

Girl (2 Objects)

Background (2 Objects)

Click here to add new layers. Double-click on the layer's name to change it.

Evaluate and Improve

Go back to your success criteria on page 1 and tick the ones you have achieved.

Answer the following questions to evaluate your animation:

1. Do you think the animation was long enough?

    Yes ❑   No ❑

2. Did you include enough information in the animation?

    Yes ❑   No ❑

3. Are you pleased with your animation? (give reasons why/why not)

4. Does the animation match your designs? (explain and give reasons for any changes)

5. Does your animation meet the target audience? (give reasons why/why not)

6. Make a list of sensible improvements you could make:

7. Overall, how would you rate the **effort** you put into making your animation, out of 5? (I = Poor, 5 = Excellent)

I ❑   2 ❑   3 ❑   4 ❑   5 ❑

Now get your **partner** to complete the next page. THEN go back and make improvements to your animation (saving it as "Version 2")

Peer Assessment

Your **partner** needs to complete this page.

Name:

Give the following a rating (circle ☹ or 😐 or ☺):

Overall quality of the animation	☹	😐	☺
Suitability for audience	☹	😐	☺
Storyline	☹	😐	☺
Choice of background(s)	☹	😐	☺
Use of characters	☹	😐	☺

What did you like best about the animation?

What else should be included to make the animation better?

Measuring Impact

To measure the impact of your animation you will be creating a questionnaire to judge how the audience feels after viewing it (these should have "yes" or "no" answers). Plan out six questions below then **create** your Questionnaire using **Word**.

Question	Number of "Yes"	Number of "No"
1.		
2.		
3.		
4.		
5.		
6.		

Once you've handed out the questionnaire record the "yes" and "no" responses above. (If you have time you can create graphs in Excel).

Has the animation had the desired impact? (use the results above to back up your answer)

Self Assessment

Complete the following to assess your achievement in this project:

Level	I Can . . .	☹	😐	☺
5	✓ (501) plan and develop a well thought-out ICT product by using different software together.			
	✓ (502) use criteria to evaluate the quality of my ICT work, spot ways to make it better and make the changes.			
	✓ (508) present information in lots of different ways for a specific purpose and audience.			
6	✓ (601) plan and develop ICT products by planning well and using several types of software and tools together.			
	✓ (602) use criteria and feedback from others to improve my work.			
	✓ (608) explain why I have made choices when presenting information for different purposes and audiences.			
7	✓ (702) identify the impact of ICT on people, communities and cultures.			

Teacher Comments:

Student Comments:

My NC level should be ____
I am happy/unhappy* with this level because . . .

I enjoyed/did not enjoy* the project because . . .

* Delete as appropriate