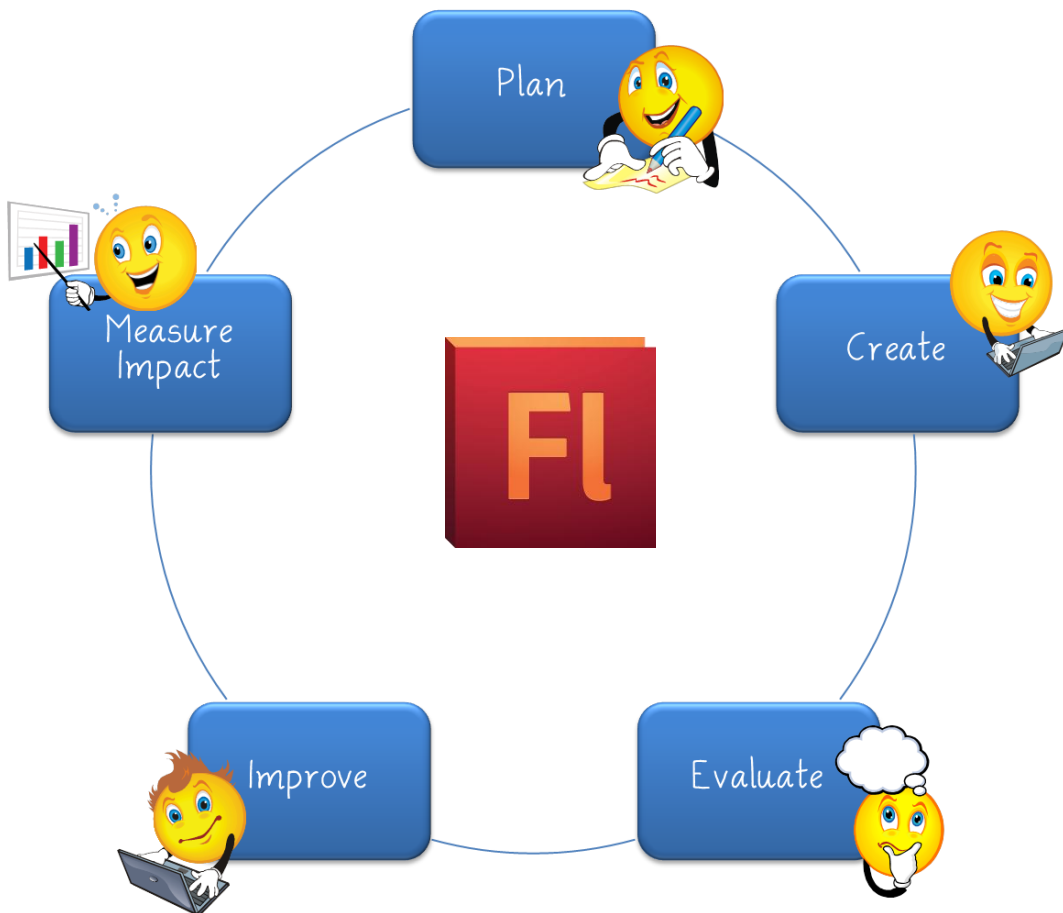


# Animation Project

Student Workbook

Name:

Class:



# Planning the Animation

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

An animation for children about the benefits of wearing bright clothes on the way home from school.

An animation for teenagers to make them aware of the risks online.

An animation for adults warning them about the risks of smoking.

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

Write a list of 5 Success Criteria 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

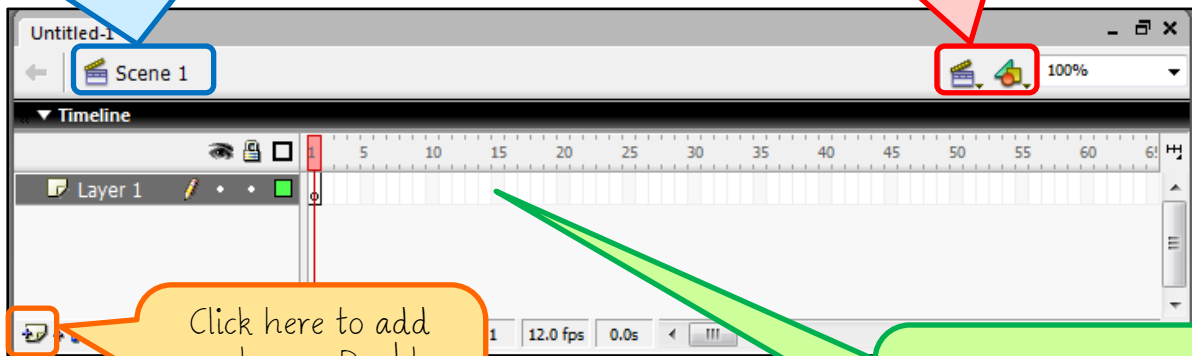
You now need to create the animation you have designed using Flash. Here is a recap of some of the tools you will need to use:

The image shows the Flash Tools panel with several callout boxes explaining the functions of different tools. The tools are organized into sections: Tools, View, Colors, and Options.

- Line tool:** Used for drawing straight lines.
- Selection & Sub-selection tools:** Use to select graphics or parts of graphics.
- Pen tool:** Use this to create a path to make detailed shapes.
  - click to add points
  - click and hold to create curves
- Text tool:** Use this to add text. Change the font using the properties at the bottom.
- Shape tools:** For drawing circles and rectangles.
- Paint Bucket tool:** Used to fill shapes with colour.
- Pencil & Paintbrush tools:** Used for free-hand drawing.
- Free Transform tool:** Use this to skew, rotate and resize objects.
- Line Colour:** A callout pointing to the line color swatch in the Colors section.
- Fill Colour:** A callout pointing to the fill color swatch in the Colors section.

Allows you to see what you are editing - either the main scene or one of your symbols (sub-animations).

Use these to select the scene or symbol you wish to edit.



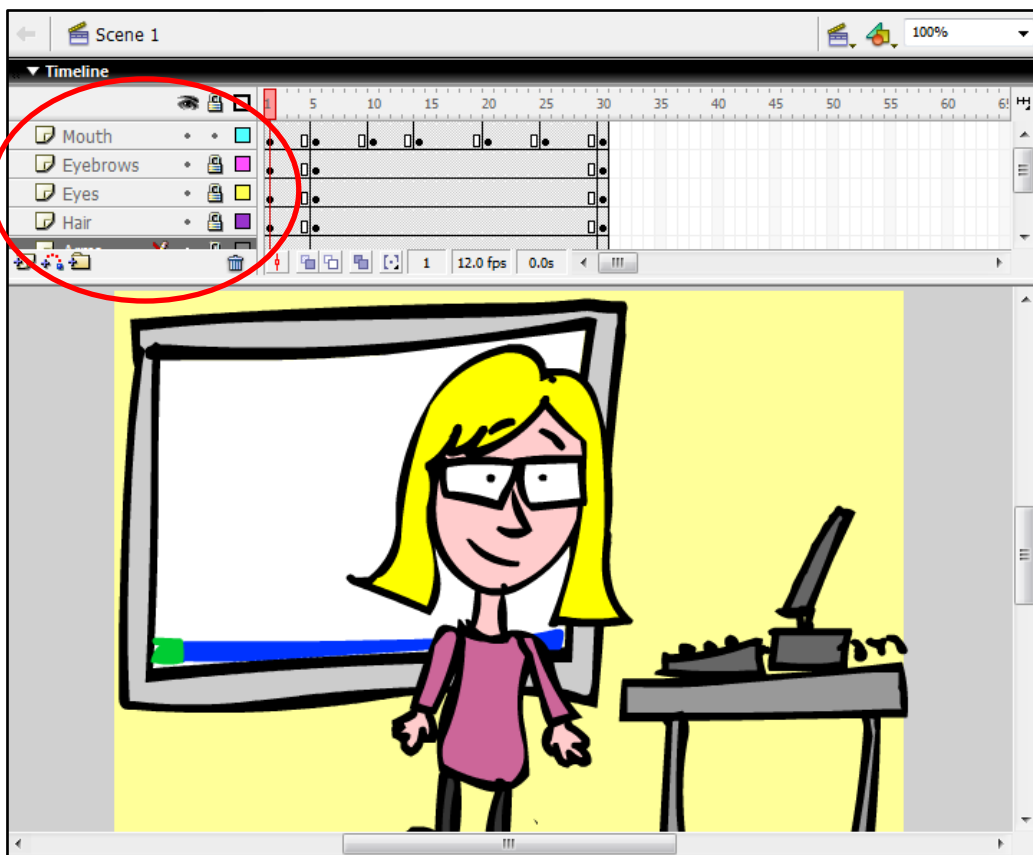
Click here to add new layers. Double-click on the layers' name to change it.

Right-click in the timeline to add new Key Frames.

## Don't forget!

- ✓ If you want parts of a picture to move separately they must be in separate layers (see below).
- ✓ If you need some objects to move independently convert to a movie-symbol first (remember the stick man you made?)

*Lots of different layers used!  
REMEMBER: LAYERS, LAYERS, LAYERS!*



# 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? (1 = Poor, 5 = Excellent)

1       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

