



Time to Animate!

Make your classroom more animated!

The Primary National Strategy invites us to "Create a visual adaptation of a simple text using toys, modelling clay, play figures and stop-frame animation techniques" but what else can be achieved through animation in our classrooms today?

Here we go through the main primary subjects and explain how stop - motion animation can be used to enhance and explore, evaluate and explain.

Have fun!

Literacy

Planning stories

Developing understanding of narrative structure

Animated stories

Story telling

Animated poems

Develop speaking and listening skills

Hotseat / Interview an animated character

Create an animated Wanted Poster

Animated instructions or explanations

Animate onomatopoeic words

Create an animated alphabet

Demonstrate what a sentence is through animated words and punctuation

Animate a blurb for a book - persuasive writing

Create a film trailer - persuasive writing

Making adverts - persuasive writing

Illustrating spelling rules

Create moving characters that can be used as a stimulus for a poem or play

Numeracy

Demonstrate fractions

Bonds to 10 / 20

Animated times tables rap

Explain division

Doubling and halving

Looking at 2D and 3D shapes

Science

Animate a life cycle
Animation of earth, moon and sun
Animate what happens in an electric circuit
Illustrate vibrations producing sound
Explain states of matter

PSHE

Crossing the road safely
Bullying scenario films
Fire safety advert
Electrical safety
Illustrate dangers of drugs and alcohol
How to care for your pet - animated instructions
Develop team work and cooperation

RE

Animate a Bible story or prayer
Animate a hymn
Animate a story from a festival
Show how a Muslim prays through an animated character

Geography

Illustrate the water cycle
Make an animated weather map
Show a route on a map

History

Recreate past events - moon landing
Interview famous people from the past
Illustrate characters and situations - Victorian children
Show contrasts - rich and poor in Victorian times

DT/Art

Experiment with different ways of creating the set for your animations
Make props for your set

PE

- Illustrate the rules of a game
- Make an advert about playing fair
- How to jump and land safely
- How to kick a ball
- How to hold a tennis racket / cricket ball

Music

- Record a composition to accompany your animation
- Add sound effects
- Choose appropriate music from a collection to enhance your film