

Claymation and animation

This is an exciting way for students to represent their experiences and understandings. It gives them the opportunity to plan and carry out a project working collaboratively with their peers.

Materials needed

- Tripod
- Digital camera
- Background scenery
- Objects to animate such as Lego pieces, drawings, felt shapes toys, plasticine and clay or play dough figures. In fact any object that students can manipulate.
- Animation software. Paintshop includes Animation Shop, Mac users can use iMovie and PowerPoint also creates simple animations.
- The cameras used for Education Queensland's Explorers Project have a clip art feature which enable students to take up to ten photographs and then converts them into an animated gif. Other cameras may also have this feature.

Demonstrate how to

- Use the camera; give students a camera licence when proficient.
- Animate the objects by moving them fractionally for each photograph
- Work collaboratively, one child is the director, one takes the photographs while another moves the objects
- Create an animation which is jerky so students understand how to create a smoother animation
- Create a set for the animation. Suitable materials for this are a felt board, a large box, a tray or a large piece of card
- Use a tripod and explain why it is important (If the camera is moved during shooting the end result is jumpy)
- Be careful with the equipment

Provide

- Materials for the set
- Time for students to plan
- Feedback on their efforts
- A viewing time
- An audience.

Help the students

- Put their photographs onto the computer
- Create the animation

Create an animation in PowerPoint

1. Make a background that will appear on each slide. It can be drawn in any available drawing programs and imported into PowerPoint. Create a master slide or template.
2. Insert the drawing or picture that will be animated.
3. Keep track of the animation with the document map at the left hand side of the screen.
4. Change the picture slightly on each slide.
5. This is done easily by copying the picture on the slide and pasting it onto the next slide. This pastes it in the same position as previously and makes animation much more precise.
6. Changes might include moving the picture slightly, skewing it, rotating it or resizing it.
7. Give the slideshow no transition between slides.
8. Set it to fast pace.
9. Advance the slides automatically.
10. Give the smallest time possible between slides (in this example it is set to 00.01)
11. Apply these settings to all slides.

Variation

Take photographs, as in Claymation, and insert one photograph per slide.

