

## Didactic Scenario

### 1. Title

Stop-motion Animation

### 2. Keywords

Animation, Motion, Digital, Stop-motion

### 3. Basic Information

**STEAM Subject:** Technology, Art, Math

**Typical interaction time with the instructional scenario in teaching hours for in-school work:**  
90 minutes

**General description of the scenario:**

<u>Phases</u>	<u>Stage</u>	<u>Time</u>
What is stop motion animation?	Preparation	30 minutes
Creating stop motion animation	Implementation	50 minutes
Closing	Evaluation	10 minutes

**Age group:** 1-4 grades

**Estimated difficulty level:**

Very Easy	Easy	Moderate	Challenging	Very Challenging
			X	

**Teaching resources**

**Material:** various similar size toys, Lego, action figures

**School infrastructure:** Tablets/Phones, computer for teacher, projector or a TV screen.

**Additional material from external sources/online tools:**

How to use STOP MOTION STUDIO

<https://youtu.be/-DzV3-1lnTQ?list=PLhekTmFb9ZP6qSBbmjmB6ma2JSu4qmvna>

12 Principles of Animation

<https://www.youtube.com/watch?v=uDgjl4bF4>

The 5 Types of Animation

<https://youtu.be/NZbrdCAsYqU>

Animation on ONES , TWOS , and THREES compared

<https://youtu.be/Or3d2eMw8Ws>

How Does Animation Work?

<https://youtu.be/dGGU4rAkShE>

**Differentiated Instruction for students of differing abilities and learning styles in the same class:** N/A

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#### 4. Educational Problem

Sometimes creating animation can be easier than it looks. But it depends on what type of animation is being made. One of the best options for beginners is stop motion animation. This method allows us to use everything we have in our house; camera and STOP MOTION STUDIO app. Young students tend to complicate their work process. Creating stop motion animation will feel like playing with toys.

#### 5. Learning Objective (-s)

1. Learning about stop motion animation and its creation process.
2. Improving computer literacy skills by using app.
3. Creating a simple stop motion animation.

#### 6. Phases of the Scenario

Phase 1		
<b>Title:</b> What is stop-motion animation?		
<b>Indoor</b>	<b>Outdoor</b>	<b>Mixed</b>
X		
<b>Phase duration in minutes:</b> 30 minutes		
<b>Detailed description of the scenario phase:</b> With the help of the slide presentation: *Teacher introduces students to stop motion animation and what defines it. *Teacher explains how stop motion animation is made and what tools are required. *Teacher together with students discuss about possible difficulties of creating stop motion animation (reshooting scenes, losing/breaking equipment, having bad stage) *Teacher introduces students to the task.		
<b>Activity sheets:</b> N/A		
Phase 2		
<b>Title:</b> Creating stop-motion animation		
<b>Indoor</b>	<b>Outdoor</b>	<b>Mixed</b>
X		
<b>Phase duration in minutes:</b> 50 minutes		
<b>Detailed description of the scenario phase:</b> *Students start stop-motion animation creation process. *Teacher follows the animation creation process, helps with giving tips.		
<b>Activity sheets:</b> N/A		
Phase 3		
<b>Title:</b> Closing		
<b>Indoor</b>	<b>Outdoor</b>	<b>Mixed</b>
X		

**Phase duration in minutes:** 10 minutes

**Detailed description of the scenario phase:**

\*The teacher together with students has a short reflection on what happened, what students learned, how they can use this knowledge in the future, etc.

**Activity sheets:** N/A

## 7. Evaluation Methodology

Open discussion about the topics covered and by following questions such as “What happened?”, “What did we learn today?”, “Where we can use these new methods?”, “How did I feel during the learning process?” etc.

## 8. Additional Resources for the teacher

\*Slides

\*One pager notes