

What is Stop Motion Animation?

- Inanimate object
- Take photo
- Change object location (a little)
- Take photo
- Continue taking incremental photos
- Sequence photos in succession
- Object appears to move



AGENDA

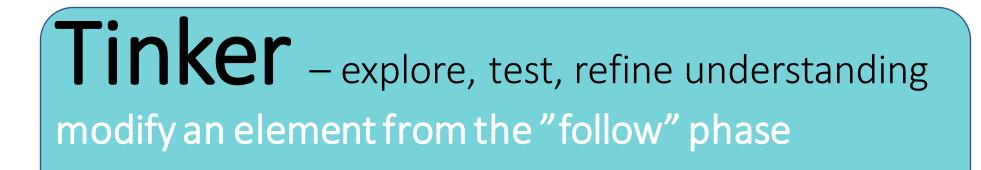
FTMS: a 4-step constructionist method

- Follow: direct instruction · step-by-step procedures or introductory projects guided by a mentor and supported by basic information to create the 'platform' on which later steps build;
- Tinker: guided practice · exploration, testing, and analysis to refine understanding generated in the 'follow' phase, involving modification of existing features and elements rather than new creation;
- Make: independent practice / performance assessment · learners develop and demonstrate skills by building, exploring, inventing, and problem-solving, creating *new* projects to illustrate capability;
- 4. Share: critical engagement / authentic & critical 360° assessment · practice of 'fusion skills' via comparison, coordination, collaboration, and competition which builds social and intellectuabkills.

Follow step by step guided procedures

- Tools ring light /arm, phone, app
- Materials
 - Paper
 - Lego
 - Whiteboard
 - Clay
- Basic "How-to"





- Examples -
- Explore Props, objects
- 10 minutes



Create the Illusion of Movement

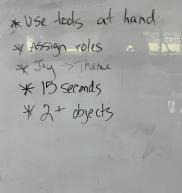
FTMS: a 4-step constructionist method

Follow	Tinker	Make	Share
<pre>'platform project' all projects are the same at the end of this 'imitation' phase 'imitation'</pre>	initial exploration learners begin to vary projects to experiment with mental models	self-guided work learners apply new knowledge to projects of their choice 'combination' 'transformation' 'creation'	evaluation learners compare, collaborate, and compete to asses their work
			unfoldlearning.net 🤶

Make – independent practice, invent and problem-solve to create new projects, performance assessment

- Establish criteria together
 - What are the expectations of the community?
 - Communicate goals
 - Set expectations
 - What should we expect from
 - The product
 - The experience
 - The process

This is the criteria we agreed upon before they entered the "Make" phase



Create the Illusion of Movement

Make – independent practice, invent and problem-solve to create new projects, performance assessment

- Handy Items
 - Wire
 - Clay
 - Wadding
 - Tape
 - Blue tack
 - Aluminum foil

Create the Illusion of Movement

Share – critical engagement where students build social and intellectual skills

- Authentic audience
 - Collaborate
 - Compare
 - compete

Resources

- <u>https://drydenart.weebly.com/fugleblog/stop-motion-animation-challenge-526</u>
- <u>https://www.oca.ac.uk/weareoca/creative-challenges/oca-creative-challenges-introduction-to-stop-motion-animation/</u>
- <u>https://www.commonsense.org/education/lesson-plans/stop-motion-animation</u>
- <u>https://www.instructables.com/Make-A-Stop-Motion-Animation-For-Beginners/</u>