



## **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