

## Zu3D across the Primary Curriculum



Zu3D is a new stop-motion animation program made specifically for schools. It has been developed through primary school ICT Clubs and with the expert knowledge of a professional animator who has worked with Aardman.

This software is visually stimulating and engaging for children of all ages. It is easy to use and enables children to work independently on their very own stop-motion animation.

It provides a tool for learning across all primary subjects and is an excellent resource for our developing creative curriculum.

In the recent review of the primary curriculum learning through the arts was highlighted as a priority.

"Through the arts, children will also develop original ideas, explore issues and solve problems. Children will take part in different activities - from singing and composing their own music to photography and animation."  
[http://www.dcsf.gov.uk/primarycurriculumreview/downloads/83306-COI-DCSF-CurriculumReview\(Summary\).pdf](http://www.dcsf.gov.uk/primarycurriculumreview/downloads/83306-COI-DCSF-CurriculumReview(Summary).pdf)

Animation is a multi-faceted form of art. You have to create a story, create characters, make them from clay or plasticine, design and make sets, compose soundtracks or select appropriate recorded music to enhance a film. Animation means children have to solve problems, make decisions and judgements, evaluate and improve their projects and review and reflect on their learning. Zu3D is a powerful tool that demands all of these things from our pupils as they have fun with their friends making a film, often not

realising that they are in fact working hard, learning new skills, applying new theories and sharing fresh ideas.

"Design, dance, drawing, photography, drama, animation and music are all possible areas for teachers to explore, and they can all cut across to other subjects in exciting ways."

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Here are some ideas for how you might use Zu3D in the classroom to do just that.

### **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

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 we know that so much more can be achieved and explored through animation, as well as developing the skills of filmmaking in their own right.

Why not download Zu3D today and see what you can do?

[www.zu3d.com](http://www.zu3d.com)