

# Animation

## Lesson 3 Lesson Plans

### Class level

Third class upwards

### Learning objectives

The child will be enabled to:

- recognise different types of animation
- understand the basic principle of animation
- create an animation toy

### Methodologies

Whole-class and individual work

### Resources

- Small notebooks and pencils
- Television, VCR, DVD player
- Merchandise from animation films

### Time

40-minute class session

### Curriculum links

**English:** Competence and confidence in using language – Oral: *Discussions*  
Emotional and imaginative development through language – Oral and writing

**Visual arts:** Drawing

**Maths:** Counting frames in a film

### Suggested films

*The Iron Giant, Shrek, Small Soldiers, Pocahontas*

### Film portfolio

Flick book, original book, merchandise



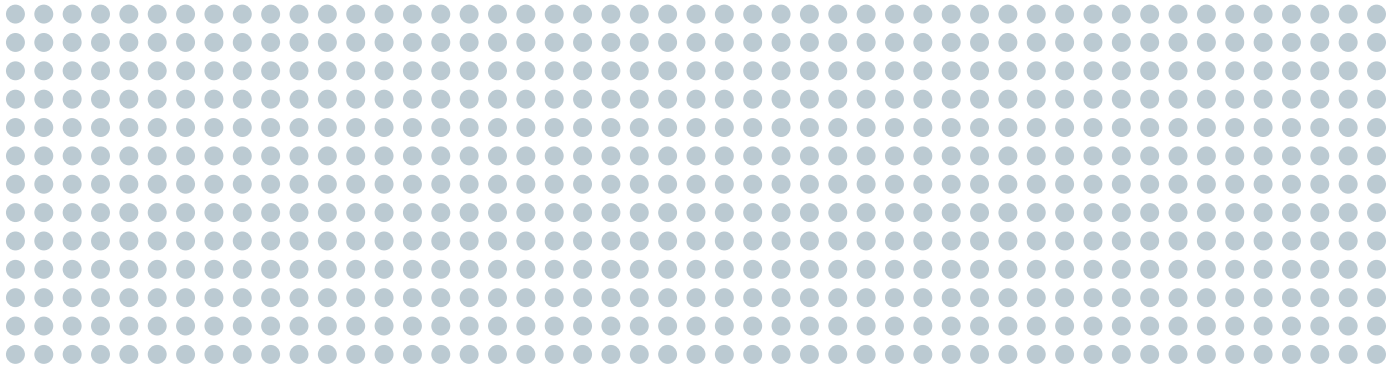
## Introduction

### Discuss:

- What is animation?
- What animated films have you seen? Make a list on the board.
- What are the differences between the types of animation used? For example, compare *The Iron Giant* with *Toy Story*.



*“Give Up Your Auld Sins” (image courtesy of Brown Bag Films).*



## Development

### Animation

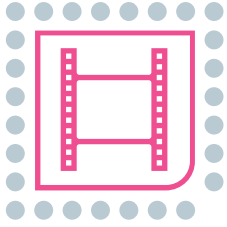
The word “animation” comes from the Latin word animare, meaning “to give life.” In an animated film, the images seem to come to life. These images can be drawings, cut-out figures, or three-dimensional objects. Nowadays, animation has become so sophisticated that in films such as *Toy Story*, you can even see blades of grass moving.

How do you show movement in your drawings? Look through some comics and see how movement is shown. In an animated film there are usually 24 frames per second. These frames are run very quickly through the camera so that the objects appear to move. We know they don’t really move: it’s just that our eyes can’t keep up with the speed of movement. This is called **persistence of vision**.

*If you wave your hand in front of your face it will seem that you have more than 5 fingers.*



*“Give Up Your Auld Sins” (image courtesy of Brown Bag Films).*



## Visual arts – animation

A flick book is another easy way to show movement.

- You'll need a notebook that you can flick easily, a pencil, and crayons (*optional*).
- Think about a storyline you would like for your book. Make up a character or image, and plan the movement in a sequence.
- Draw on the right-hand side of the page. Draw with the pencil first, then go over it with a felt-tip pen – but if you decide to colour the drawings in, do this before using the felt-tip pen so as to avoid smudging.

**Note:** Draw your pictures towards the bottom of each page.

- When you're finished, stack the pages in reverse order, with Number 1 at the bottom.

Who do you think is the most famous animated character? Make a list on the board, and take a class vote!

### 1: History

- Walt Disney was a famous animator and film-maker. Can you name any films by him?
- Research other Disney films. Are there any differences between old Disney films and more recent ones?
- What do you know about Disneyland and Disneyworld?

### 2: Creating cartoon characters

- Many different characters have been designed and created for animation, such as Bugs Bunny and Pocahontas.
- Can you name any other cartoon characters? Make a collage of different cartoon characters. Draw different characters, copying them or making up your own.



### Tip

Start by drawing a head, using a circle or an oval. Put in the eyes, nose, mouth, and ears. Build the body from a rough skeleton. Keep experimenting.

### 3: Cut-out animation

Cut-out animation is different from traditional animation. The joints of the figures seem to move, for example, Paddington Bear. Create a story using cut-out animation.

- You will need: *paper, card, scissors, craft knife, paper-fasteners, Blue Tack, felt-tip pens.*
- Create and draw your character.
- Now, make your drawing in sections: imagine that your character is separated at all its joints.
- Re-draw the character in sections, allowing enough overlap to put paper fasteners through at the joints.
- You can make a series of heads with different expressions, so you can interchange them. Use Blue Tack to attach interchangeable parts.
- Backgrounds for cut-outs can be drawn, painted or coloured with felt-tip pens, or you can use a collage of newspapers or magazine images.