Teacher Notes
Art in IT- Digital Painting

Introduction

A lesson designed to help children understand and appreciate digital art, with a focus on animation. The lesson begins with a fun exploratory task where the children have a go at making their own thaumatropes. The children then get to learn about the history of animation and how it has developed. It then allows the children to learn all about stop motion animation, giving them the chance to create their own animation, on the science topic of your/their choice. It ends by exploring career options within this sector, with useful videos from real-life digital artists, discussing their careers and the journeys they had getting there. This lesson covers multiple cross-curricular aims, including: Computing, Art, History and Careers. We advise for the lesson to be completed over an hour and a half, for example during an afternoon.

Suggested Learning Outcomes

- **To recognise how we use technology to help us create art.**
- **To use technology to create an animation.**
- **To learn about the history of animation.**

Curriculum Aims Covered

Careers:

- All young people to understand the full range of opportunities available to them, to learn from employers about work and the skills
- Encourage people of all ages and backgrounds to consider the value of STEM qualifications and careers
- Find out about a wide range of jobs and understand how the subjects they learn at school connect to their future

KS2 Art

- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials
- about great artists, architects and designers in history.

KS2 Computing

- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create content that accomplish[es] given goals, including collecting, analysing, evaluating and presenting information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

KS2 History

- a significant turning point in British history
- changes in an aspect of social history

KS2 Science

This is up to you as the educator, which science aim would you like your class to cover, it could be one or many- the choice is yours!

Lesson Plan

Starter: The history of animation

Give the children the sheets to make a thaumatrope. Don't tell them what it is or how it works yet, see if they can figure it out. Any children finished can design their own. Sheets for this with instructions are provided.

Discuss and explain Thaumatrope and Zoetrope, how they work and how they helped pave the way for the animations we see today.

Go through the history of animation with the children to help them understand the developments in this area and how technology has helped this.

Teach: Stop Motion Animation

Go through the two videos on stop motion animation. After the first video, see if the children know what kind of animation it is or if they already know anything about it.

Learn: Making Animations

It is now time for the children to make their own animations. Make sure to choose which subject you would like the children to create their animations on.

We used the free app: Stop Motion Animation

Step 1- Story mountain

In small groups get the children to map out their animation.

Step 2- Recording

Get the children to start recording. Watch our video first to demonstrate how to do this.

NOTE: If you wish to split this lesson in two, do not stop the children halfway through recording as they cannot properly create the same step-up twice.

Step 3- Adding Audio

Get the children to start recording. Watch our video first to demonstrate how to do this.

Step 4- Editing

Give the children time to edit. Rewatch the clip from step 2 if they need reminding how to delete frames.

Plenary: Present/ Careers

Present

Present their work to the rest of the class to demonstrate what they have learnt.

Send us your work so we can display it on our website!

Email work to education@archivesit.org.uk

Careers

Watch the videos from professional digital artists, and discuss the different jobs they could do in this sector if they enjoyed it.

Resources:

- Laptop/ Tablet
- Storyboard sheet
- Thaumatrope sheet
- Paper/ pens
- (Playdough)

Health and Safety:

- Ensure children understand how to use technology safely and securely- explain the value of the equipment and how to be safe with it.
- If using laptops/ iPads, ensure waterbottles are removed from tables