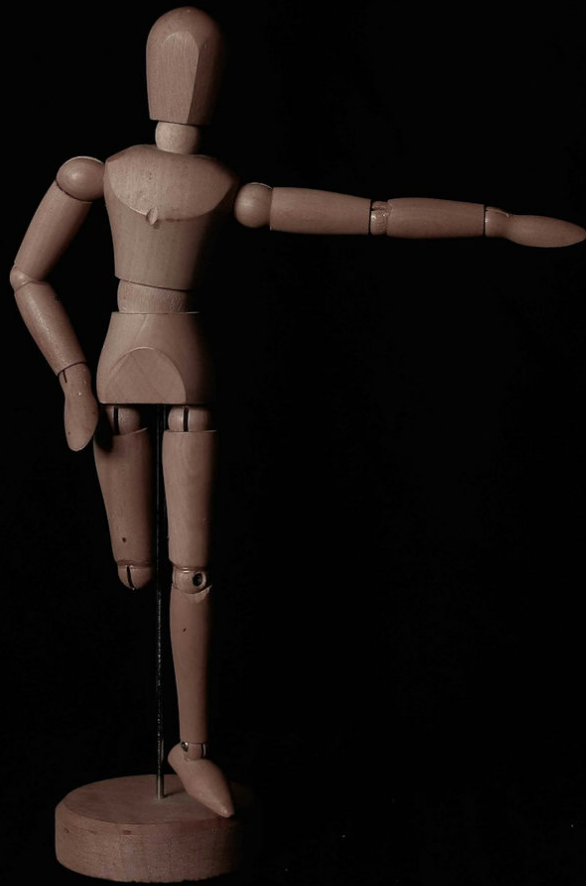




EduTrend Contents

W4C · DIGITAL ARTS · PRIMARY

Stop-Motion Studio

Bring a model to life, one frame at a time

Ages 8–11

Level: Developing

60 minutes

Groups of 3 · up to 30

Activity 02

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 02 · AT A GLANCE

Stop-Motion Studio

Groups plan a five-second story on a storyboard, then move a model or modelling clay figure in small steps, taking one photo per step. They play back the frames, test different frame rates and discuss how tiny changes create smooth movement.

Learning outcomes

By the end of the session pupils can:

- explain how still frames create the illusion of movement;
- plan a short sequence with a storyboard;
- capture frames with small, consistent movements;
- evaluate smoothness and suggest improvements.

KEY WORDS

animation · frame · frame rate · storyboard · stop-motion · sequence · onion skin

CURRICULUM LINKS

Art and design: modelling and storytelling. Computing: digital media. English: narrative structure.

1**EXPLORE**

Look and play

2**IMAGINE**

Generate ideas

3**PLAN**

Sketch and storyboard

4**MAKE**

Create digitally

5**REFLECT**

Review and critique

6**REFINE**

Edit and share

Materials (per group)

- A tablet or phone with a free stop-motion app
- A stand or pile of books to hold the device still
- Modelling clay, a wooden figure or small toys
- A card background and good lighting
- Worksheets 1, 2 and 3

Before the session

- Install and test the stop-motion app on each device.
- Build a simple set for a demonstration.
- Tape stand positions to tables so devices do not move.
- Prepare a 10-frame example animation.

SAFETY

Keep devices on stable stands. Tidy cables.
Wash hands after modelling clay.

ACTIVITY 02 · SESSION PLAN

Step by step

The most common problem is a moving camera. Fix the device first, then animate.

Time	What happens	Say or ask
0–10 min Hook	Show a flip book, then a 10-frame animation.	<i>“How can still pictures move?”</i>
10–20 min Storyboard	Groups plan a five-second scene in six boxes.	<i>“What happens first, next and last?”</i>
20–45 min Shoot	Groups move the model a little, take a frame, and repeat. Rotate roles: animator, camera, director.	<i>“Is the movement small enough?”</i>
45–55 min Play back	Play at different frame rates and compare.	<i>“Which speed looks most natural?”</i>
55–60 min Screening	Watch each group’s animation.	<i>“What one change would make it smoother?”</i>

CHALLENGE CARD (print or copy onto the board)

Create a stop-motion animation of at least 40 frames in which a character moves smoothly from one place to another.

ACTIVITY 02 · FACILITATOR NOTES

The art and tech in brief

Animation works because our brains blend quickly changing still images into continuous movement. Each still image is called a frame. The number of frames shown every second is the frame rate.

Many stop-motion films use 12 different frames for each second, often by showing each frame twice in 24-frame-per-second film. Smaller changes between frames make smoother movement. Onion skinning, a feature in many apps, shows a faint copy of the previous frame to help animators judge each step.

Common ideas to listen for

- “Animation is filmed like a normal video.” Stop-motion is built from separate photos.
- “Bigger movements make better animation.” Big jumps look jerky.
- “The camera can move between shots.” Moving the camera makes the scene shake.

Adapting the activity

Support

Animate a simple object sliding across the table before trying a character.

Stretch

Add a title card and a sound effect, or animate two characters interacting.

WORKSHEET 1

Storyboard

Name: _____

Class: _____ Date: _____

Plan your five-second story.

Six frames



Draw six boxes and sketch the key moments. Add a note under each.

WORKSHEET 2

Shooting log

Record your production.

Log

Scene part	Frames taken	Problem	Fix
Start			
Middle			
End			

WORKSHEET 3

Director's review

Reflect on your animation.

Best frame rate and why

Smoothest part

What we would improve

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Explains frames and frame rate	Plans with a storyboard	Captures smooth movement

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Stop-Motion Studio is a sample activity from the EduTrend Contents W4C Digital Arts programme (primary, level: developing). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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