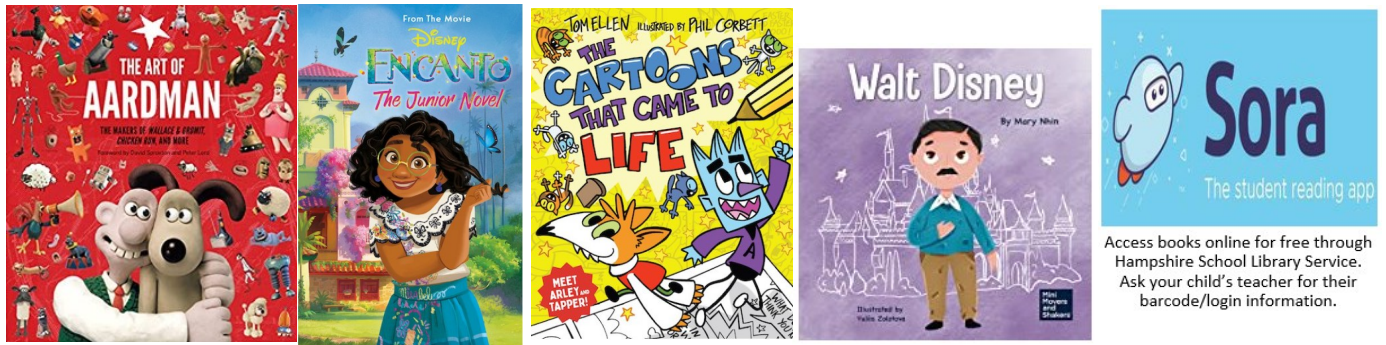


### Theme Overview

“That’s All Folks” is a thematic unit based around the history and development of animation and cartoons. We start by learning about the beginnings of animation, looking at zoetropes and flip books, before moving on to the dawn of the Disney age. Then, the process of animation is explored further, with an opportunity to exchange design ideas and create our own stop-frame animation films.

### Recommended Reading...



### What we should know...

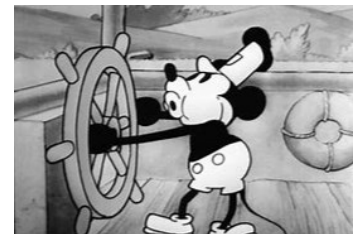
## The history of animation

**Zoetropes** were invented in China around 180 AD. A zoetrope is a round drum with slits in the side around the top, and a sequence of pictures, each one slightly different to last, around the bottom. If you spin it and look through the slits, the pictures look as if they are moving.

**Flip-book** animation goes back hundreds of years and is still used today. It is done by drawing a sequence of pictures, each one having moved slightly compared to the last one, over several pages of the book. When the pages are flicked very fast, the pictures all show quickly, one after the other, it makes it look like there is one moving image going through the book.

**Stop-motion** animation is when you take pictures of an object, moving it slightly between each shot. When the pictures are put together in sequence, the object appears to be moving! The first ever stop-motion animation dates back to the 1800s. They are usually made with models of people or animals that have been designed especially for the animation, but you can use any object, even cut-out pictures of people or animals

**Film cartoons** were made worldwide by Walt Disney studios. Mickey Mouse is the main Disney character and one of the most famous cartoon characters in the world. He has appeared in hundreds of cartoons, films, magazines, books and video games. Mickey Mouse was created by Walt Disney and his friend, Ub Iwerks, at Walt Disney Studios in 1928. His first appearance was in a short film called ‘Steamboat Willie’. Since then, Mickey Mouse has changed a lot!

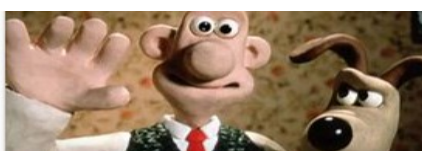


### Film Animators

**Walt Disney** and **Ub Iwerks**—Mickey Mouse

**Nick Park** (Aardman Studios) - Wallace and Gromit

**Pixar** and **Dreamworks** are probably the most famous 3D animation companies worldwide



### Ways of Creating Animation

**2D**—using a computer or a pencil and paper

**3D**—using special advanced computer software

**Stop-motion**—using a camera to create a sequence of pictures with models and props.



### **Key Vocabulary you should discuss with your child**

**2D animation:** lots of pictures of a character, which form a moving figure in a flattened space when they are all put together

**3D animation:** on a computer, where a character is created and made to move in a dimensional world that feels more real

**Aardman:** a British animation studio based in Bristol, famous for making films using stop-motion clay animation techniques, like Wallace and Gromit.

**Animation:** an illusion of movement through a sequence of successive photos or images

**Animator:** a person who makes animated films

**Cartoon:** a film using animation techniques to photograph a sequence of drawings rather than real people or objects

**Disney:** United States film maker, who made animated cartoons famous, and created character such as Mickey Mouse and Donald Duck

**Flip Book:** a book with a series of pictures that vary slightly from one page to the next, so that, when the pages are turned quickly, it looks like the picture is moving

**Pixar:** an American computer animation film studio based in California, famous for films like 'Finding Nemo' and 'Monsters Inc.'

**Stop-motion:** animation that captures one frame at a time, with physical objects that are moved between frames

**Studio:** a room/building where an artist, sculptor, photographer or musician etc. works

**Zoetrope:** a vintage (from 1830s) toy cylinder with slits cut vertically in the sides. You look through the slits to see a picture behind, which appears to move as the cylinder turns.

### **Concept Flow**

- To know the meaning of the word 'animation'
- To know about how animation began
- To know about how animation developed
- To know about different animation techniques
- To know how to create a simple animation



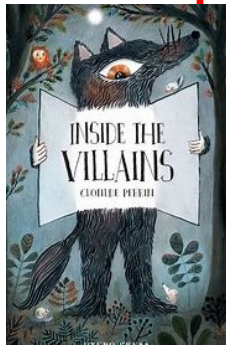
Please talk to your children about the information on this sheet. The more children discuss their learning the more likely they are to embed the learning to their memory. If you have any questions please don't hesitate to contact your child's class teacher.

## English

In English this term we will be focusing on writing sentences that are correctly punctuated using capital letters and full stops. We will also begin looking at how to add expanded noun phrases to make our writing more interesting.

In class we will be using this text to support our writing:

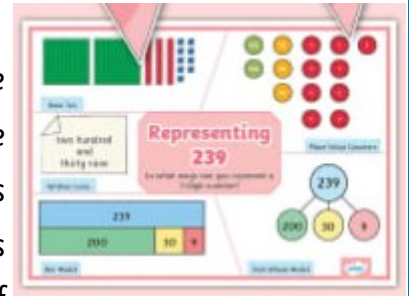
We will be writing a character description and a narrative.



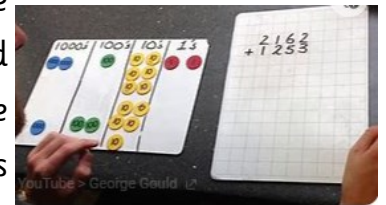
In our Guided Reading sessions we will be learning a range of skills, including prediction, retrieval, inference, and vocabulary. We will focus on learning how to answer different styles of questions based on books linked to our reading level.

## Maths

In maths we will be looking at the place value of numbers into the hundreds using lots of different resources to help us understand.



We will then move onto addition and subtraction where we will be using counters to help us begin to



understand column method addition and subtraction.

## Art/DT

In art we will be studying the comic artist Jack Kirby and creating our own comic front cover in his style. We will be learning different painting and drawing techniques, such as bold line drawing, vibrant colour blocking and the Kirby Krackle.



## Computing

In computing we will be learning to use stop—motion animation software on the iPads to create our own animations.

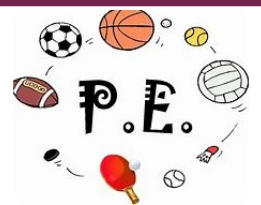


## Homework

Year 3 have weekly spelling and reading homework. They also have maths homework to consolidate the learning take place in school.

## PE

Our PE days are Wednesday and Thursday. We will be learning to jump and roll in gymnastics and ball skills in games lessons. Remember to wear PE Kits on these days.



## Music

This half term we will be learning to play the ocarina and how to produce a simple tune.



## Spanish

The children will be introduced to the Spanish language. They will develop basic skills such as vocabulary, simple phrases and pronunciation.



## RE

In RE we will be focusing on the theme of belonging and what it means to us. We will then link this to Christianity and Islam.

## PSHE

In PSHE we will be learning about positive friendships as we start the new year and how we manage conflict.