

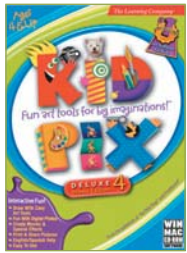
Looking for ways to incorporate technology and issues relating to ICT in the classroom? Try some of these suggestions.

LESSON PLAN 8: MAKING ANIMATIONS IN KID PIX

Objective: Create a moving image

Age range: 5-18

Kid Pix is a versatile program, whose many uses include the creation of animations.



YOU WILL NEED

- ▶ Kid Pix – a multimedia and art software program (www.kidpix.com)
- ▶ Drawing materials
- ▶ Computer

DEVELOPING SKILLS

Visual art, language, communication, numeracy, and problem-solving.

METHOD

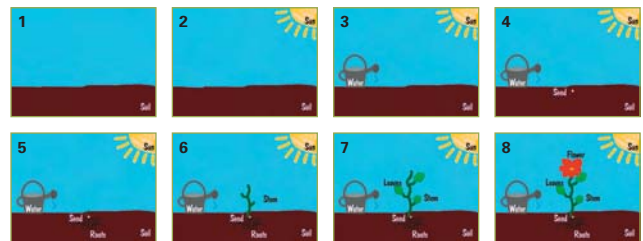
1. Decide on the images that you would like to develop into an animation. It could be a gymnastic movement or kicking a ball (PE), a volcano erupting (geography) or a geometric shape being constructed (maths). In fact, there are many ways a simple animation can add to a subject, not only to help with the explanation but also to provide a point of interest. We've chosen to grow a plant (biology). This could be a teaching activity where you discuss the needs of plants and stages of growth as you draw each image (perhaps with a real plant to refer to) or you could ask the children to complete this activity at the end of a unit to test their understanding.

2. To plan and help to visualise the animation, sketch the images on paper beforehand.

TIP: Drawing using the mouse is quite difficult, so one way to support your student is to get them to draw the picture first on paper, trace the

outline to transparency paper and then attach this to the screen for them to trace around using Kid Pix tools.

3. Discuss with your class what plants need to grow. Hopefully they will come up with ideas such as soil, sun and water. Show them how they can use the straight line drawing tool to create a soil line and then use the fill bucket to colour in the soil section and the sky. The children then label that part of the drawing as soil. This is now the first frame of the animation and should be saved as Plant 1. Add and label another object (for example, sun) and save that as Plant 2. Once you have added all the things that plants need to grow and saved each time, you can now show the growth of a plant by starting first with a seed and then adding each section of the plant until it is fully grown. Having saved after each change, you are now ready to turn these images into an animation.



4. To create the animation, go into the 'slideshow' view and drop each of the pictures that were saved in sequence into the storyboard. Set the time for each slide to be around one second.

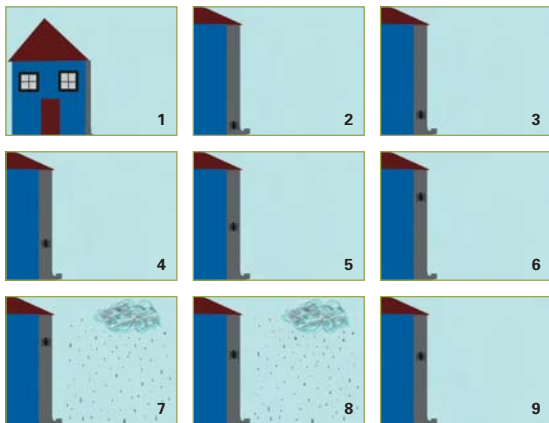
TIP: I find that the fade transition looks great if you are making an animation by adding an extra element in each frame of the animation.

5. Your animation is ready to play – it's that easy.

COMPILED BY **SUZIE VESPER**,
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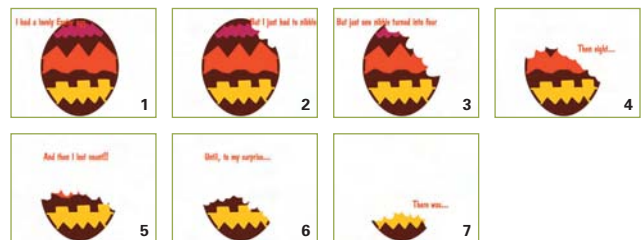
TWO ALTERNATIVE WAYS TO MAKE ANIMATIONS

Movement – another way is to move objects on the slide such as in this Insy Winsy spider example.



TIP: keep the object that you want to move on the same coloured background throughout the animation as you can only move an oblong shaped area and this may include some background colour.

Removal – you can also make animations by removing an element in each frame of the animation, such this Easter egg:



For a video of these animations, as well as other lesson plans, tutorials and links for Kid Pix, visit Suzie's wiki: <http://educationalsoftware.wikispaces.com/Kidpix>