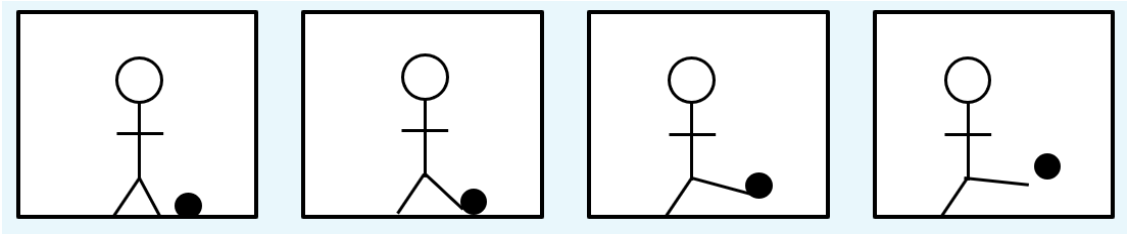
St Andrew's Church of England Primary School

LKS2 Knowledge Organiser – Term 2 — Computing – Stop-frame animation

Key vocabulary	
animation	A series of still images that are played in sequence quickly to make objects appear to move.
frame	A single image in a sequence of pictures.
import	To bring a file or image from a different program into the one you are using.
onion skinning	Onion skinning allows the previous frame or frames of the animation to be seen. It can help to create the next frame in an animation.
sequence	An ordered set of frames or images.
stop-frame animation	An animation in which the images are captured one frame at a time. The physical objects are moved to a slightly different position between each photograph.
storyboard	A sequence of sketches to show what will be included in an animation.

Outcomes

- explain that animation is a sequence of drawings or photographs
- relate animated movement with a sequence of images
- plan an animation
- identify the need to work consistently and carefully
- review and improve an animation
- evaluate the impact of adding other media to an animation



When a sequence of images is played quickly the objects in the pictures will appear to move. This creates an animation.



Onion skinning

This allows the current and previous frames to be seen simultaneously.