## Year 6 Design Technology

## Explore and use computing systems to make a stop-gap Pivot animation.

<u>Key Vocabulary</u>				
design	computer	frames		
sketch	animation	analyse		
size	stop-gap	Pivot		
colour	storyboard	appealing		

Disciplinary – DT Words Substantive – Subject Knowledge Bigger Picture – Support words

## Choose 5 words from the key vocabulary list and find the meaning in the dictionary.















	Child	Teacher
How can I use research to develop my own story board, animation plan?		
How can I use structures and computing to program and control my animation?		
How can I manipulate images to create individual frames?		
How can I manipulate frames to create a continuous loop of moving animations?		
How can I evaluate my animation against my original storyboard?		