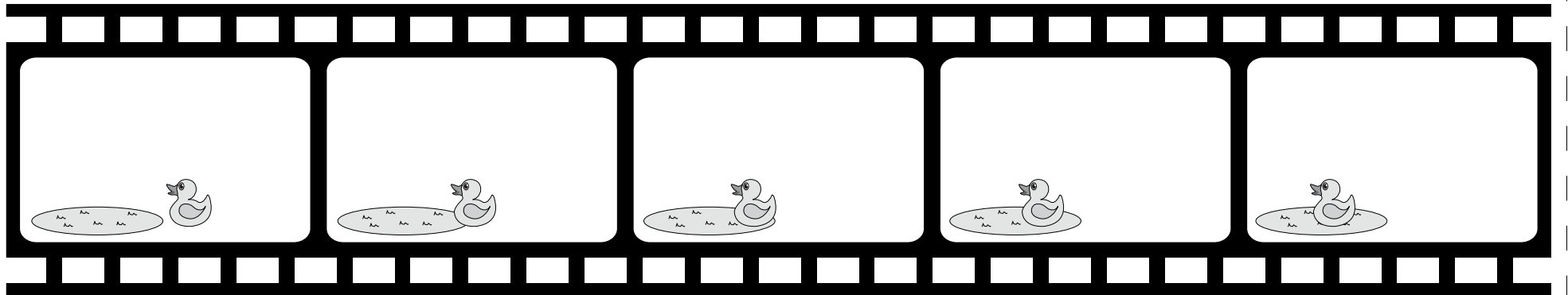
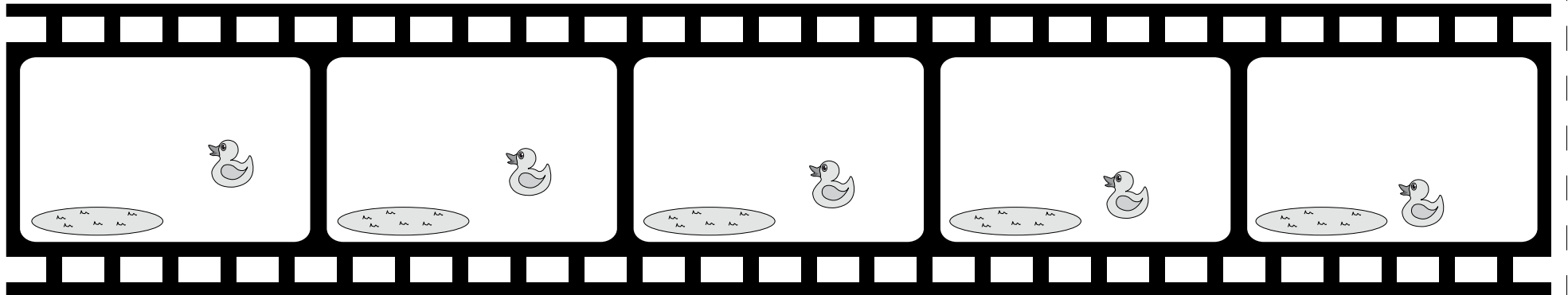
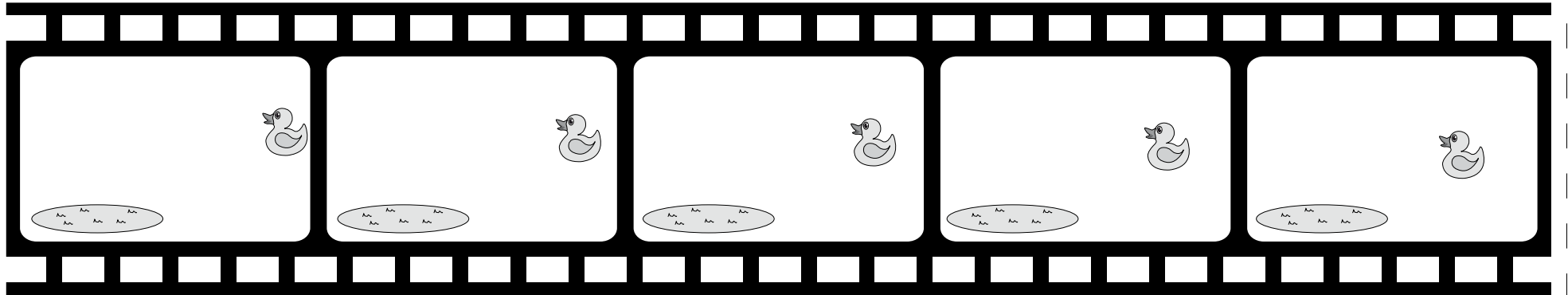
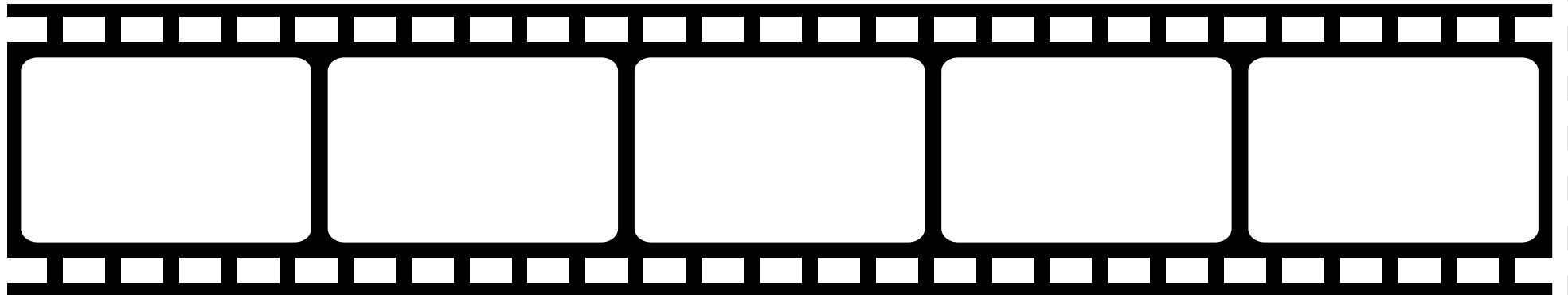
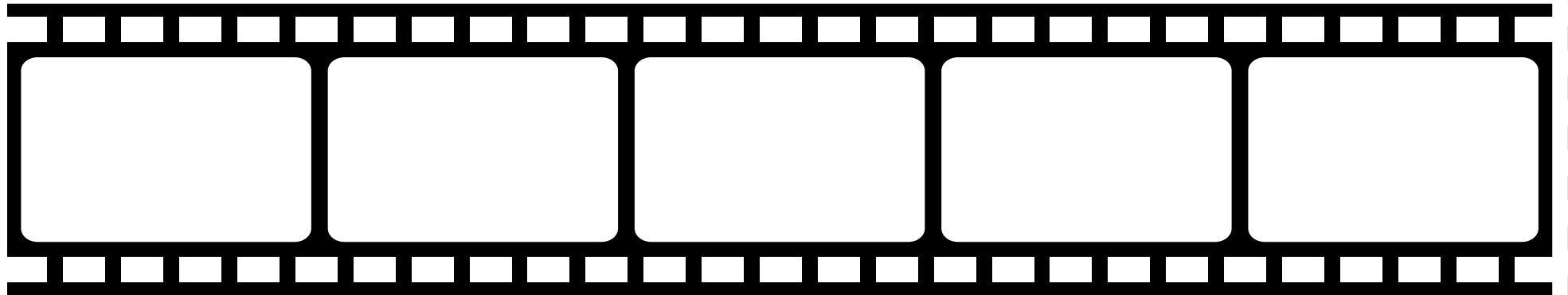
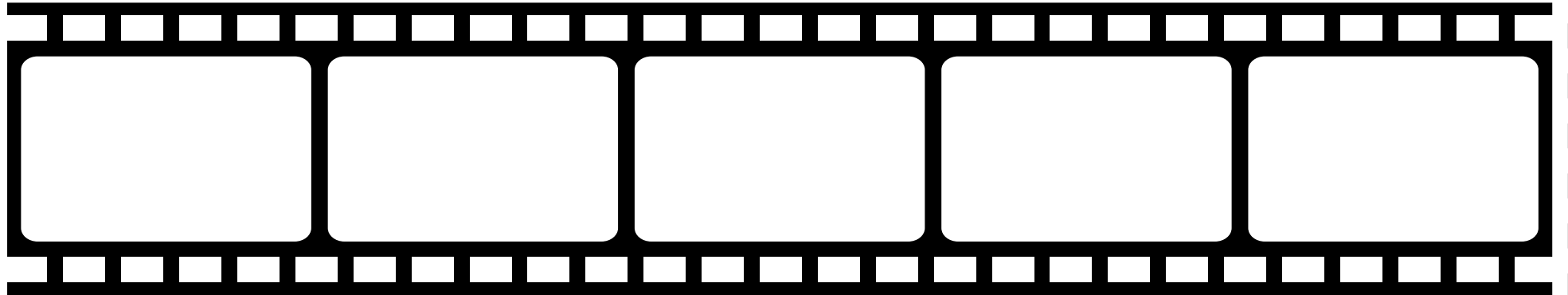


Duck film strip

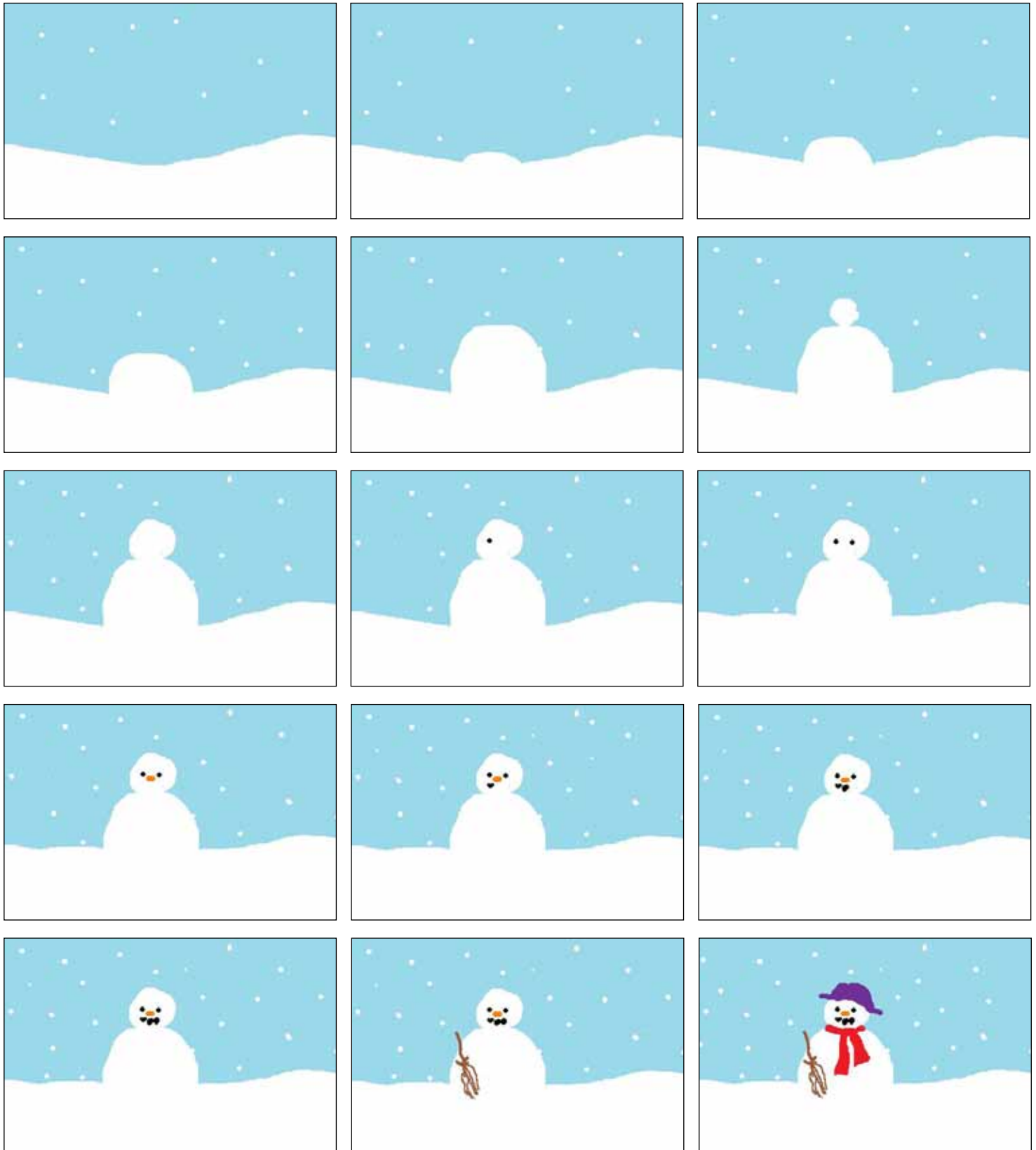


Film strip template



Snowman flick book


- Cut these pictures out to make a snowman flick book.
- You could also add them to an A3 enlargement of the film strip template to illustrate the concept of frames in an animation.



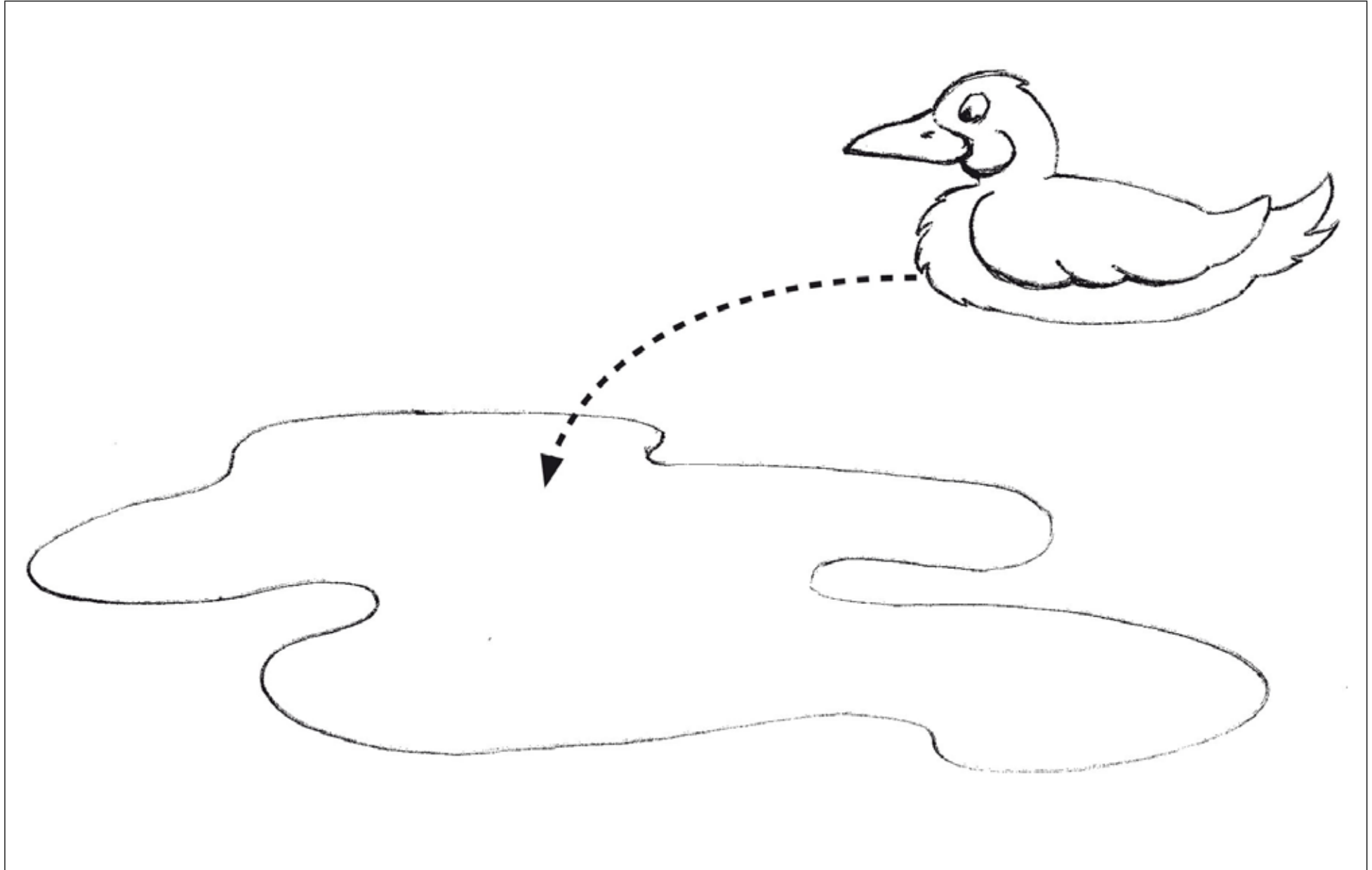
EYFS **Planning sheet**

Title
Group members
What is the film about? (the story)
Characters
Where is the story taking place (the setting)?
Props

EYFS **Character map**



EYFS **Character map (*Duck example*)**



Planning sheet

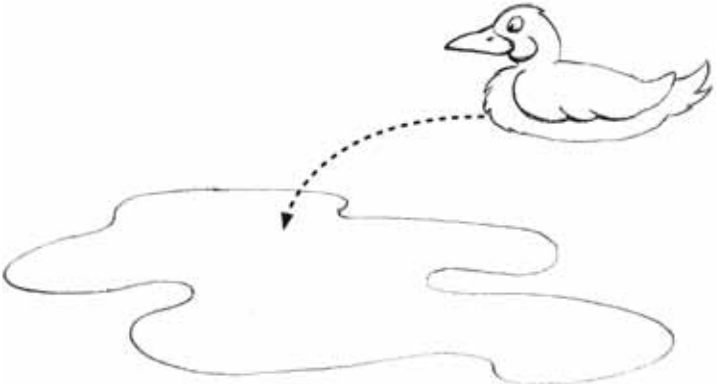
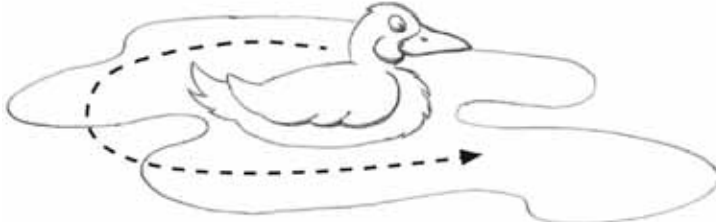
Title
Group members
What is the film about? (the story)
Characters
Where is the story taking place? (the setting)
Props
Who says what?

Storyboard

Scene and Character	Character moves and Narration/Dialogue	Notes
	<p data-bbox="907 401 1176 434">Narration/Dialogue</p> <p data-bbox="907 690 1149 723">Character moves</p>	
	<p data-bbox="907 979 1176 1012">Narration/Dialogue</p> <p data-bbox="907 1268 1149 1301">Character moves</p>	




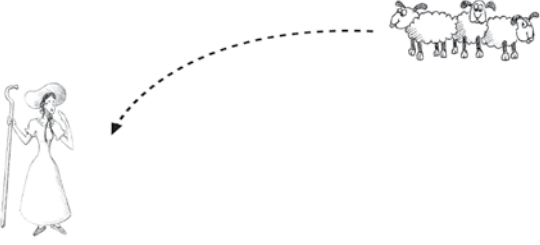
KS1

Storyboard (*Duck pond example*)

Scene and Character	Character moves and Narration/Dialogue	Notes
	<p>Narration/Dialogue "I think it was the best of luck That I was born a little duck."</p> <p>Character moves Move duck towards the pond.</p>	
	<p>Narration/Dialogue "With orange feet and orange shoes, Just fit to paddle where I choose."</p> <p>Character moves Move the duck on to the pond. Move duck around pond in a circle.</p>	

KS1

Storyboard (*Little Bo Peep example*)

Scene and Character	Character moves and Narration/Dialogue	Notes
	<p>Narration/Dialogue “Little Bo Peep has lost her sheep.”</p> <p>Character moves Little Bo Peep moves to the left, then to the right.</p>	She is looking for her sheep.
	<p>Narration/Dialogue “And she doesn’t know where to find them.”</p> <p>Character moves Little Bo Peep moves to the left, then to the right.</p>	She is looking for her sheep.
	<p>Narration/Dialogue “Leave them alone and they will come home.”</p> <p>Character moves Little Bo Peep moves all the way to the bottom left of the frame.</p>	She has stopped looking for her sheep.
	<p>Narration/Dialogue “Wagging their tails behind them.”</p> <p>Character moves Little Bo Peep stays still. The sheep come in at top right of the frame and move into the middle. Little Bo Peep looks around.</p>	She has found her sheep!

The Great Fire of London

A very long time ago, nearly all the buildings in London were made of wood.
The roofs were thatched and made from straw.
And the buildings were very close together.
This meant that a fire could spread very quickly!

One night in London in 1666, a baker left his oven on by mistake.
It started a fire in Pudding Lane.
The Pudding Lane fire quickly spread from building to building.
Soon, London town was on fire!

The fire went as far as London Bridge!
It was hard to put the fire out.
A strong wind made it difficult.
And there was no fire brigade.

People used water from the River Thames to help put the fire out.
But the fire lasted for four days.
Lots of buildings were destroyed.
A man called Samuel Pepys wrote about the fire in his diary.

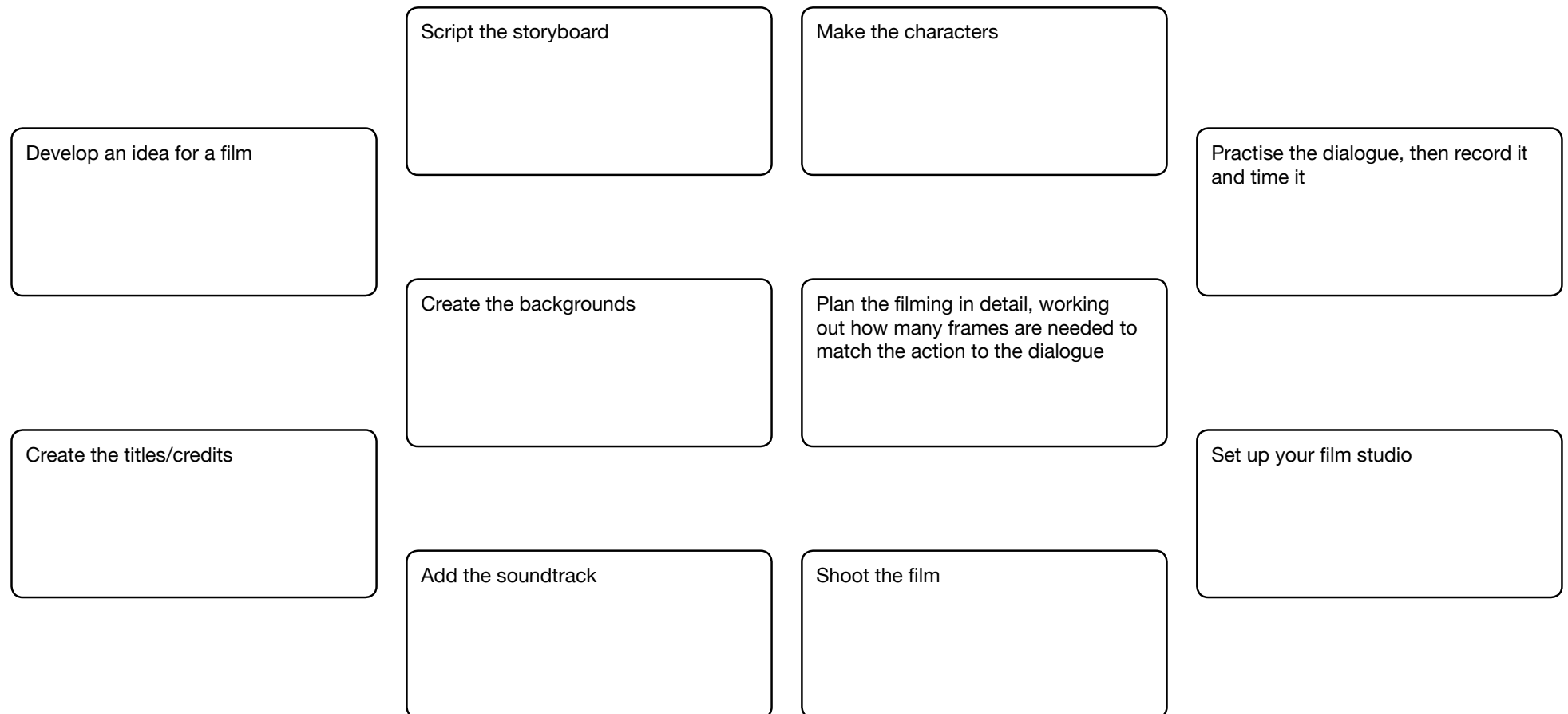
Planning sheet 1

Title			
Group members			
What is the film about?			
The key points to include are:			
Characters:			
What sections/scenes will there be?		Setting/backgrounds/props	
Narration/Dialogue Timings			
Scene	What needs to be said?	Time needed	Frames needed
Titles		Credits	

Planning sheet 2

- Use these boxes to help plan your film.
- Make notes to help you remember who will do what in your group.

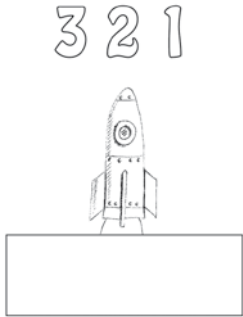
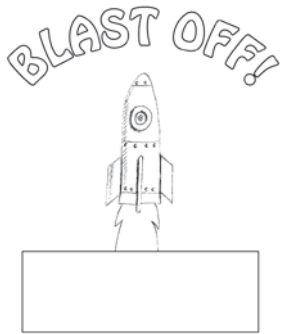
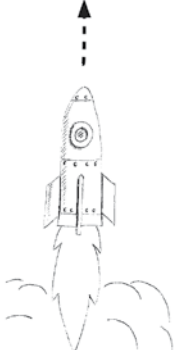
TIP: You don't have to use all of the boxes and you can add your own. You might want to cut these boxes out and arrange them in the order that you are going to do each step. You could add arrows to make it a flowchart.



Storyboard

Scene and Character	Character moves and Narration/Dialogue	Notes
	<p>Narration/Dialogue</p> <p>Character moves</p>	
	<p>Narration/Dialogue</p> <p>Character moves</p>	
	<p>Narration/Dialogue</p> <p>Character moves</p>	

Storyboard (*Rocket example*)

Scene and Character	Character moves and Narration/Dialogue	Notes
	<p>Narration/Dialogue "3, 2, 1"</p> <p>Character moves Rocket doesn't move yet. Position numbers '3, 2, 1' one after the other in frame.</p>	<p>Rocket is on launch pad for a countdown. Then it blasts off.</p>
	<p>Narration/Dialogue "Blast off!"</p> <p>Character moves Rocket doesn't move yet. 'Blast off!' text is placed in frame.</p>	
	<p>Narration/Dialogue (sound of rocket zooming into space)</p> <p>Character moves Move rocket upwards</p>	<p>Move rocket slowly. Take two shots after each small move.</p>

Film timings: seconds and frames

In *I Can Animate* there are **12 FPS** (12 Frames Per Second).

Use this grid to help you match the timings of your soundtrack to the number of frames in your film.

Seconds	Frames
1	12
2	24
3	36
4	48
5	60
6	72
7	84
8	96
9	108
10	120
11	132
12	144
13	156
14	168
15	180

Seconds	Frames
16	192
17	204
18	216
19	228
20	240
21	252
22	264
23	276
24	288
25	300
26	312
27	324
28	336
29	348
30	360

Seconds	Frames
31	372
32	384
33	396
34	408
35	420
36	432
37	444
38	456
39	468
40	480
41	492
42	504
43	516
44	528
45	540

Seconds	Frames
46	552
47	564
48	576
49	588
50	600
51	612
52	624
53	636
54	648
55	660
56	672
57	684
58	696
59	708
60	720

KS2

Film timings: seconds and frames

One minute of film time is 720 frames.

You can work this out if you know that there are 60 seconds in a minute and 12 frames per second:

$60 \times 12 \text{ frames} = 720 \text{ frames}$.

Minutes	Frames
1	720
2	1,440
3	2,160
4	2,880
5	3,600

Five minutes of film time is 3,600 frames.

You can work this out:

- $5 \times 60 = 300$ seconds.
- $300 \times 12 \text{ frames} = 3,600 \text{ frames}$.

A quicker way to work it out!

Just multiply 720 frames by 5, as you know that one minute is 720 frames:

- $720 \text{ frames} \times 5 = 3,600$

Can you work out how many frames there are in a 10 minute film?

KS2

Life cycle of a frog

