#2 Egg Animation: Lesson Plan

Theme: Communication

Learner: Grades 4, 5, and 6

Time: 60 - 75 min.

Task 1: Introduction to Animation (~10 min)
Task 2: Creating Animation (~30 min)
Task 3: Printing Animation (~20 min)

Description:	Teaching Point Synopsis:
A series of graphics are animated to show an egg 'hatching' or "changing". You can copy the example to make your own egg animation or create a different animation. A Math extension to this basic lesson is also included.	1. Concept of animation (movement, change across a series of still pictures) 2. Uses of animation (e.g. cartoons, advertisements) 3. Graphics (Draw, Copy, Paste, Erase) 4. Animation techniques and terminology 5. Saving and modifying graphics

Objectives: (Grades 4, 5, and 6)

F1.Students will demonstrate an understanding of the role of technology by:
    F1.1.1 applying terminology appropriate to the technologies being used
     F1.1.2 identifying and applying techniques and tools for communicating information

F2. Students will understand the role of technology as it applies to self, work, society.

F4. Students will become discerning consumers of electronic information by:
    F4.2.1 recognizing that graphics, video and sound enhance communication
     F4.2.2 describing how the use of various texts and graphics can alter perception
     F4.2.3 discussing how technology can be used to create special effects

 P3. Students will communicate through multimedia
        P3.1.2 create visual images by using such tools as paint and draw programs

 Prerequisites:

It is recommended that teacher and/or students know the following before starting this project:

1. How to open the Kid Pix graphics program
2. How to draw and erase
3. How to save files
4. How to copy and paste between applications

Materials and Setup:

- Have "Practical Technology in the Classroom" running on a demonstration computer. Click on the "Classroom Presentation" of "Egg Animation" (ICT Lesson) to explore the concept of animation and to teach animation terminology.

- Have suitable programs (e.g., Kid Pix Deluxe 3, PowerPoint) running on teacher and student computers.

Other Uses:

Communications: Students can compose stories surrounding their animations.

P1 Students will compose, revise and edit text.
  P2. 2.1 create / revise original text to communicate and demonstrate understanding of
        forms / techniques

Language Arts (Grade 4): Students express animation in story form, later shared.

1.1 Discover & Explore (Experiment with Language and Forms) Students discuss and compare the ways similar topics are developed in different forms of oral, print and other media texts

Language Arts (Grade 5): Students express another student's animation in story form and compare with animator's intent.

1.2 Clarify & Extend (Combine Ideas). Students explore relationships among own ideas and experiences, those of others and those encountered in oral, print and other media texts

Language Arts (Grade 6): Students discuss another student's purpose/intent in an animation.

2.2 Respond to Texts (Experience various texts). Students discuss the author's, illustrator's, storyteller's or filmmaker's intention or purpose

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Task 1: Introducing the Egg Animation Lesson (Summary)

Introduce the concept of animation.

Task 2: Create the Egg Animation (Summary)

a. Create four graphics of an egg in various stages of cracking and the content emerging from the egg.
b. Animate the four graphics.

Task 3: Print (Summary)

Print the Animation.

Task 1: Introducing the Egg Animation Lesson (Detailed Explanation)

To introduce animations to the class, click the button   "Classroom Presentation" (bottom left of the "Egg Animation Lesson: screen).

Follow the instructions, or read the questions on each classroom presentation page.
(Click the link on Egg Animation screen)

- Pg. 1 – Presentation Title: 'Egg Animation'
- Pg. 2 - Explanation of animation
- Pg. 3 - Show example of "The Cat Came Back"
- Pg. 4 - 6 – Show three animation examples
- Pg. 7 – Discuss the difference between video and animation
- Pg. 8 - 9 – Learn terminology – frame, clip
- Pg. 10 – Discuss real life applications

Task 2: Create the Egg Animation (Outline for Creating the Egg Animation)

> **Note:** Use "Classroom Presentation" screens to introduce animation. These screens show examples, explain animation and introduce real-life uses.

Step 1: Create Egg 1 of the animation.
Draw an oval egg and save it as egg1

Step 2: Create Egg 2 of the animation.
"Crack" the egg with a zigzag and save it as egg2

Step 3: Create Egg 3 of the animation.
Open the egg, draw a creature peeking out, and save it as egg3

Step 4: Create Egg4 of the animation.
Draw a creature emerging, and save it as egg4

Step 5: Put drawings "egg1" to "egg4" into an animation slideshow.
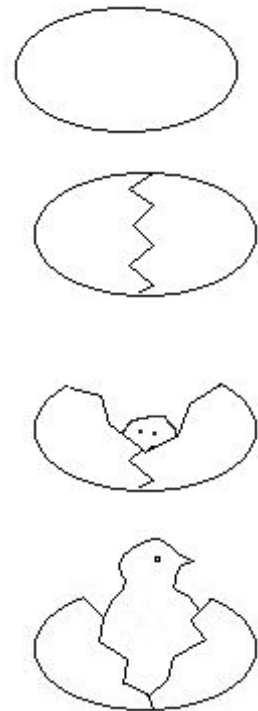
Task 2: Create the Egg Animation Using Kid Pix Deluxe 3 (Detailed Explanation)

(See end of lesson for explanation using Kip Pix Studio)

Step 1: Create Egg 1 of the Animation

a. Select the "drawing" tool and then select the "pencil" tool.

b. Select the smallest dot for the finest pencil thickness.

c. Select the colour black from the paint pallet.

d. Select the unfilled "oval" from the drawing tools.

   Click and drag the cursor to draw the shape of an egg....

e. Select the computer disk to save the egg. Choose the folder
    where you want your picture stored under "Save In:". Name your
   picture. (e.g., Egg1.kpx)

Step 2: Create Egg 2 of the Animation

a. At the top of the screen, select "File" and "Save As". Give this egg a
    new name. (e.g., Egg2.kpx) (Saving the egg now will prevent
    overwriting the original Egg1 file.)

b. Select the "pencil" and "zigzag" or the "line" drawing tool.

c. Select the colour black from the paint pallet.

d. Draw a zigzag from top to bottom through the egg

to appear as though the egg shell is cracked.............

e. Select the computer disk to save the changes to Egg2.kpx.

Step 3 : Create Egg 3 of the Animation

a. Select "File" and "Save As". Give this egg a new name. (e.g., Egg3.kpx)

b. Select the "erase" tool and style of eraser . Erase the top two thirds or more
    of the zigzag line.

c. Use the "pencil" and "zigzag" tool or the "line" tool to make the egg
    look cracked open by drawing two zigzag lines -- one zigzag from the top left of the egg
    to the bottom middle; the other zigzag line from the top right of the egg to the bottom
    middle.

d. Select the "erase" tool and style of eraser . Erase the black line at the top of the egg between the two zigzag lines.

e. Draw a "creature" emerging from the egg......

f. Select the computer disk to save the changes to Egg3.kpx.

Step 4: Create Egg 4 of the Animation

a. At the top of the screen, select "File" and "Save As". Give this egg a new name. (e.g., Egg4.kpx).

b. Use the erase tool and the erase style tool to erase the zigzag lines and the "creature".

c. Draw two new zigzags, creating a larger opening in the egg.

d. Draw the "creature" emerging farther out of the egg.............

e. Select the computer disk to save the changes to Egg4.kpx.

Step 5: Create the Animation Slideshow

a. Start the "Slide Show" program.

b. Select "new" slide show.

c. Select the first slide position and select the first picture you created. (e.g., Egg1.kpx)

d. Continue entering the pictures into the boxes.

e. Select the "Save" tool and give the Slide Show a name. (e.g., Egg Animation1)

f. Select "Slide Show Effects".

g. Select "Transition & Sound" tool.

h. Select the transition effect you want to occur between pictures.

i. Select the "Timer" tool.

j. Select the number of seconds you want each slide to play.

k. Select the "Save" tool.

l. Select "Play" to view the animation.

Task 3: Print (Detailed Explanation)

(See end of lesson for explanation using Kip Pix Studio)

a. Select the Print icon . A dialog box will appear.

b. In the dialog box, Under "Print Mode" select "Comic Book" and under "Orientation" select "Landscape" or "Portrait".

c. Click "OK" (Page will print out).

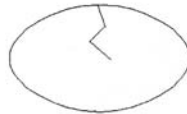d. Label your print out by using a pencil or pen to add a Title, Name, Date, and also label each graphic.
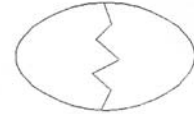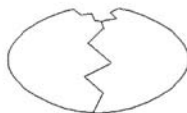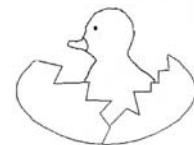
E.G.

Tips and Tricks:

For smoother animation:

- Make smaller changes between pictures and make more pictures.

Tips on Kid Pix Deluxe 3

Erase:
- Allows undo of last operation only
- Large eraser erases entire page
- Pencil eraser erases selected areas

Cursor:
- Changes to tool selected (i.e. eraser, brush, etc.)
- Not visible during operation can cause difficulty during some operations (i.e. erase)

Menu Bar:
- If the File, Edit, etc. menu bar does not appear at the top of the screen, click in the top left corner of the screen to force it to appear.

Other:
- Simultaneously press down on the "Alt" and "Esc" keys to minimize Kid Pix and access another program.

Marking Guide

The Student has:

- Created four graphics of an egg in various stages of cracking
- Inserted each graphic into a slide show and created an animation
- Printed out their animation
- Created their own unique animation which included original graphics and a minimum of 4 frames

Task 2: Create the Egg Animation Using Kid Pix Studio (Detailed Explanation)

Step 1: Create Egg 1 of the Animation

a. Select the unfilled circle from tool options.

c. Select the colour black from the colour pallet .

d. Click and drag the cursor to draw the shape of an egg....

e.   Select File → Save Picture. Name your
      picture. (e.g., Egg1.kpx)

Step 2: Create Egg 2 of the Animation

a. Select the "pencil" .

b. Select the colour black from the colour pallet.

c. Draw a zigzag from top to bottom through the egg

  to appear as though the egg shell is cracked.............

d. Select File → Save Picture. Name your
   picture. (e.g., Egg2.kpx)

Step 3: Create Egg 3 of the Animation

a. Select the "eraser" and erase the top two thirds or more of the
    zigzag line.

b. Select the "pencil" to make the egg look cracked open by drawing two zigzag lines
    -- one zigzag from the top left of the egg to the bottom middle; the other zigzag line
    from the top right of the egg to the bottom middle.

c. Select the "eraser" to erase the black line at the top of the egg between the two
   zigzag lines.

d. Select the pencil and draw a "creature" emerging from the egg......

e. Select File → Save Picture. Name your picture. (e.g., Egg3.kpx)

Step 4: Create Egg 4 of the Animation

a. Select the "eraser" and erase the zigzag lines and the "creature".

b. Select the pencil and draw two new zigzags, creating a larger opening in the egg.

c. With the pencil still selected, draw the "creature" emerging farther out of the egg...

d. Select File → Save Picture. Name your picture. (e.g., Egg4.kpx)

Step 5: Create the Animation Slideshow

a. Select File→ Return to Studio and then click on Slide Show.

b. Select the first slide position and select the first picture you created. (e.g., Egg1.kpx)

c. Continue entering the pictures into the boxes.

d. Select the number of seconds you want each slide to play.

e. Select File → Save and give the Slide Show a name. (e.g., Egg Animation1)

f. Select "Play" to view the animation.

Task 3: Print the Animation (Detailed Explanation using Kid Pix Studio)

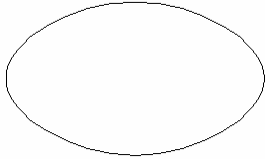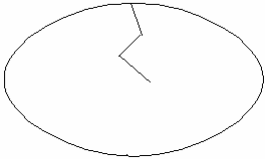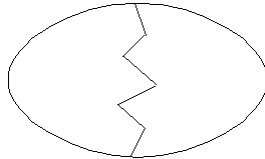*Instructions for using Microsoft Word 2000 to generate a paper copy of the animation.*
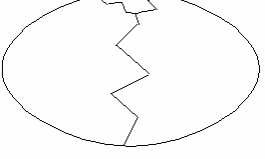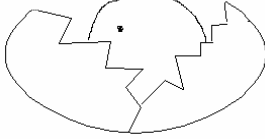
a. Open Microsoft Word.

b. At the top of the page, select ≡ "Center" icon. Then enter a Title (e.g., Egg Animation). On the next line enter the name of the student. On the third line add the date.

c. Press the "Enter" key three or four times to leave several blank lines.

d. ▢ Select "Insert Table".

e. ▦ Select a 2-column by 8-row table. *

f. Select "File", "Save As". Enter the document name. (e.g., EggAnimation.doc)

g. Open file egg1.kpx in KidPix

h. ✂ Select "Scissors" and ▢ choose the "Square" option.

i. To capture the entire white portion of the KidPix page, position the "Scissors" in the bottom right corner of the page, click and drag the "Scissors" to the top left corner. The entire page is now selected.

j. Press the "Alt" key to display the menu bar. Click the left mouse button. Select "Edit". Select "Copy".

k. Press "Alt", "Esc" to go back to Microsoft Word.

l. In Microsoft Word click in the top left column of the table. Select "Edit" and "Paste" to paste the KidPix page into Microsoft Word.

m. Click on the picture. Then select "Format" from the pull down menu. Select "Picture", then select the "Size" tab.

n. If not already selected with a checkmark, click the "Lock Aspect Ratio" and "Relative to Original Picture Size" boxes so that the picture will resize evenly.

o. Change the "Scale", "Height" value to 50. Select "OK".

p. In the second left column enter the name of the animation graphic.

q. 💾 Save your work.

r. Repeat steps "g" through "q" for Egg2.kpx, Egg3.kpx, and Egg4.kpx.

s. Click 🖨 to print your graphic on either a colour or black and white printer.

* You need a 2 x 8 table for three or four graphics with the name under the graphic; a 2 x 12 table for five or six graphics; a 2 x 16 table for seven or eight graphics, etc.

**If you don't want to use tables, use Microsoft Word or another word processor of your choice to print the graphics. Just cut, paste, add labels, resize as you want and print.

Example of Print Out:

Egg Animation
Jane Doe
September 1, 2004

Egg 1	Egg 2
Egg 3	Egg 4
Egg 5	Egg 6

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