

Animate It, Part 1: Frames, Onion Skinning and Playback

40 minutes

Following My Interests Online

Outcome 3.8

WHAT THIS LESSON DOES

Students draw a bouncing ball frame by frame in Wick Editor, use onion skinning to place each frame, and play it back.

CURRICULUM OUTCOMES

Outcome	What the specification asks for
3.8	Create a digital montage on a specific topic of interest from images sourced online while applying learning regarding copyright, fair use, plagiarism and intellectual property ownership.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Explain what a frame, a frame rate and onion skinning are
- Draw a sequence of frames that reads as movement
- Use onion skinning to place each frame against the last
- Play an animation back and fix jumpy or dragging spacing

BEFORE THE BELL

- WICK EDITOR NEEDS NO ACCOUNT AND SHOWS NO ADVERTS. Go to wickeditor.com and click Launch Web Editor. That is the whole set-up, which is why it was chosen.
- Work saves to the browser, not to a server, so students must export or save their file before they leave. Warn them at the start, not at the end.
- Onion skinning is the idea that makes this lesson work. If a student is animating blind, check they have it on.
- Eight frames is enough for movement to read. Do not let anyone spend the period on frame one being perfect.
- Both hands-on steps use the on-screen step-by-step as a shared checklist on the board and on each device. Students work through the listed controls at their own pace; you project the same list, call out the next control when the room is ready, and circulate to unstick anyone who is stuck. The widget is a display walkthrough, not a lock-step reveal, so do not wait for a guided mode that this activity type does not provide.
- Devices with a browser. Wick Editor needs no account, but it keeps nothing once the tab closes.

WHAT YOU NEED

Item	Qty	Per	If you do not have it
Chromebook/Laptop/PC		student	
Wick Editor needs no account			Free, browser-based, no sign-up and no adverts. Work saves to the browser, not a server, so students must export before closing the tab.

Animate It, Part 1: Frames, Onion Skinning and Playback

HOW THE LESSON RUNS		
4 min	introduction	Start
4 min	content	Frames and frame rate
13 min	activity	Hands-on: Draw your first frames
13 min	activity	Hands-on: Onion skinning, then play it
4 min	content	Make sense
2 min	summary	What you covered