

LESSON 32

Animate It, Part 2: Layers, Timing and Getting It Out

40 minutes

Following My Interests Online

Outcome 3.8

WHAT THIS LESSON DOES

Students split their animation onto layers, change the frame rate, save an editable project and export a finished GIF. This lesson counts towards outcome 3.8: students use these editing skills to build their digital montage in the montage lessons that follow.

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

- Separate moving and still elements onto named layers
- Explain the trade-off frame rate makes between smoothness and work
- Save an editable .wick project
- Export an animation as a GIF or video and check the exported file

BEFORE THE BELL

- 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 2: Layers, Timing and Getting It Out

HOW THE LESSON RUNS

3 min	introduction	Start
5 min	content	Why layers, and what frame rate does
12 min	activity	Hands-on: Put it on layers
13 min	activity	Hands-on: Frame rate, save and export
5 min	content	Make sense
2 min	summary	What you covered

STEP BY STEP

3 min Start

Expect rebuilds. Four frames is enough to do everything in this lesson.

5 min Why layers, and what frame rate does

The trade-off is the teaching point: smoothness costs work. In the hands-on the class only changes the rate on the same few drawings, so they will see it speed up and slow down, not get smoother. Ask what it would take to keep the same speed at a higher rate: more drawings. That is the trade-off.

12 min Hands-on: Put it on layers

Dragging the background frame across the timeline is the fiddly bit. Without it the background flashes for one frame only. It also has to start at frame 1, which is why students click the Background row's first slot before they draw.

13 min Hands-on: Frame rate, save and export

The .wick versus GIF distinction matters: students who export only a GIF cannot edit their work again. Say it explicitly.

5 min Make sense

The editable-versus-final distinction applies to the audio and video lessons in this unit too. Link it back.