

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

40 minutes

Following My Interests Online

WHAT THIS LESSON DOES

Students split their animation onto layers, change the frame rate, save an editable project and export a finished GIF.

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.

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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