

LESSON 34

Animate a Pendulum, Part 2: Reverse, Balance and Export

40 minutes

Following My Interests Online

Outcome 3.8

WHAT THIS LESSON DOES

Students reverse and mirror their frames into a full swing cycle, delete the guide layer, refine the timing and export a looping 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

- Reuse frames in reverse to build a symmetrical return swing
- Match frame counts so a cycle reads as balanced
- Remove scaffolding layers before exporting
- Export a looping GIF and check the loop join

BEFORE THE BELL

- Wick Editor needs no account. The set-up is the same as for Part 1 of this pendulum animation. This lesson follows on from Part 1, the first animation lesson, and assumes the class is already familiar with onion skinning. If the class has not done Part 1, do it first, because this lesson will not stand alone. Steps 1 and 2 tell the class that they drew their frames "last lesson". If Part 1 was not your most recent class with this group, say so when you open Step 1, and tell them which lesson they made the pendulum in, so that they go looking for the right .wick file.
- 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 reversing works
12 min	activity	Hands-on: Reverse and mirror the swing
13 min	activity	Hands-on: Clean up, refine and export
5 min	content	Make sense
2 min	summary	What you covered

STEP BY STEP

3 min Start

Have the Part 1 walkthrough open on the board for rebuilders.

5 min Why reversing works

This is a genuine professional shortcut, not a classroom cheat. Worth saying.

12 min Hands-on: Reverse and mirror the swing

Equal frame counts each side is the thing to check as you circulate. Uneven counts are the usual reason a swing looks wrong.

13 min Hands-on: Clean up, refine and export

Deleting the guide layer is the step everyone forgets, and it appears in the export. Check for grey circles when they show you the GIF.

5 min Make sense

The intended answer: the arc and the uneven spacing. Both were decisions, not drawing skill. If the class made the bouncing ball in the Animate It lessons, ask where spacing did the same job in that one.