

My Animated Scene

60 minutes

Introduction to Animation

WHAT THIS LESSON DOES

Get ready to create your own mini animation scene using Wick Editor! You'll combine at least three types of motion, such as bouncing or sliding, with a background. Build a 6-frame animation and let your creativity shine!

WHAT STUDENTS SHOULD BE ABLE TO DO

- Create a cohesive animated scene using at least three distinct types of motion.
- Design an effective background that enhances the animation's storytelling.
- Apply frame-by-frame animation techniques for smooth and natural movement.
- Integrate multiple animated elements to work harmoniously within a scene.
- Demonstrate creativity by adding unique details or interactions to the animation.

BEFORE THE LESSON

- Open wickeditor.com and click Editor on your own screen to confirm the site loads and is not blocked by the school filter, and check the browser saves and exports GIFs.
- One device per pupil, each ready to launch a new project.
- Have your own simple scene ready to show as an example of a background plus three motions working together.

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HOW THE LESSON RUNS

Introduction

Create a New Project

Design Your Background

Add Your First Motion

Add Your Second Motion

Add Your Third Motion

Preview and Refine

Save and Export

TEACHING MOVES

1. Introduction. Ask each pupil to say their scene idea aloud before touching a device. Naming three motions now, one park scene or one underwater scene, prevents aimless drawing later.
2. Create a New Project. Walk the room as they launch a new project. The common snag is landing on the homepage rather than the editor, so check everyone has a blank canvas open.
3. Design Your Background. Stress simple. A ground line and a sky is enough. Remind them the background should not compete with the motions they are about to add.
4. Add Your First Motion. Have them reuse the bounce or swing technique they already know rather than inventing one. Point to the timeline and check they are adding real frames, not one drawing.
5. Add Your Second Motion. Turn on onion skinning together here. Show how the faint ghost of the previous frame guides an even slide or float across the scene.
6. Add Your Third Motion. Encourage an exaggerated pop for the character so the movement reads clearly. Confirm all three motions now live in the one scene before moving on.
7. Preview and Refine. Get everyone pressing play. If a motion jumps, the fix is more in-between frames, aiming for six or more. This is the step where you circulate most.
8. Save and Export. Model the export: rename with the lesson name and their own name, then Export GIF. Warn them the download takes a moment and to wait for it to finish.

WHAT TO WATCH FOR

- Pupils think one drawing on one frame counts as animation and are puzzled that nothing moves on preview. Show that motion needs several frames, each slightly changed. Play a two-frame and a six-frame version side by side so they see the difference.
- Pupils confuse exporting the GIF with having saved their work, or expect Export to store it back in the browser. Explain Export GIF downloads a finished file to the device to share. Check each pupil can find their downloaded file before they close the tab.
- Motions are added but ignore each other, so the scene feels like three separate clips. Ask them to place one object so it passes near another, such as a balloon floating past the character, so the three motions share one world.

DIFFERENTIATION

- Emerging: Give a fixed scene brief, a ball, a balloon and one pop-up, so no time is lost deciding. Sit with them for the first frames of motion one.
- Developing: Prompt them to turn onion skinning on themselves and press play after each motion, building the habit of self-checking rather than waiting for you.
- Proficient: Challenge them to change the character's expression or stance across the pop-up frames, or to add a fourth interaction between two objects.