

Computing - Test Your Skills

Year 4 Animator



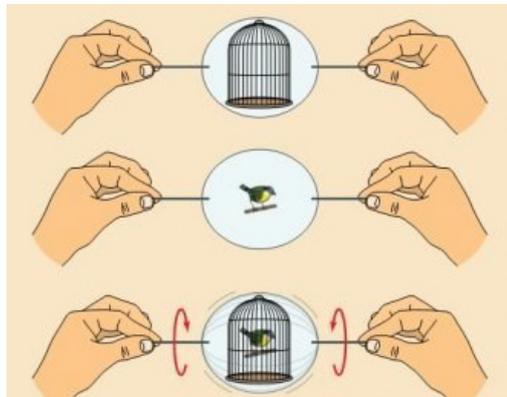
1. What is an animation? Tick **one**.

- Creating the illusion of movement with still images.
- Sorting video clips into a sequence.
- Creating still images with moving video clips.
- Using computing code to solve problems.

1 mark

2. Peter has created the following design. When he spins the discs, he animates a new image. What has he created? Tick **one**.

- A flip book.
- A thaumatrope.
- A stop-motion animation.



1 mark

3. Susie is drawing a new frame for her animation. Her teacher says she should use **onion skinning** to save time when drawing the next frame of her animation.

What does onion skinning mean?

1 mark

4. Your class are sharing their animations. You want to share your thoughts on their work. Which of the following comments are **acceptable** and which are **unacceptable**?

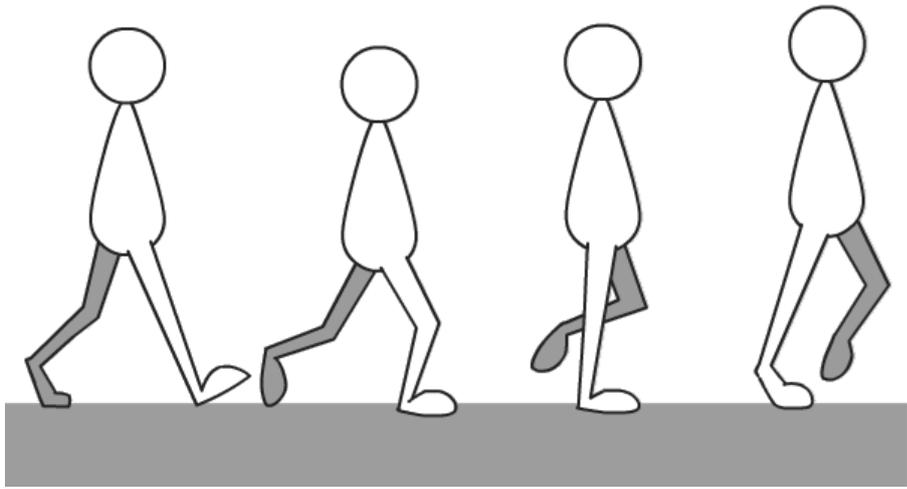
2 marks

Comment	Acceptable 😊	Unacceptable 😞
I really like your animation.		
I don't think you are very good at creating animations.		
I think you could change some things in your animation to make it even better.		
That's awful.		
Can I magpie some of your ideas?		

5. Molly has drawn four frames of her character walking.

Draw the arms on the animation frames, so they swing naturally as the character walks.

1 mark



6. Paul is making an animation. The animation shows a boy taking his dog for a walk. What should he change in every frame?

- He should change one or two things in each frame.
- He should change everything in each frame.
- He should change the background in each frame.
- He should change the colours in each frame.

1 mark

7. Animation is very time-consuming. Why does animation take such a long time to create?

1 mark

8. Wallace & Gromit is an example of stop-motion animation. Explain how stop-motion animation is produced.



2 marks

/10
Total