

Teacher Notes (Upper Key Stage 2)

Prezidente chats to Tasha the Animator



Tasha is an Animator. An animator creates an extensive series of images that form the animation seen in movies, commercials, television programs, and video games. They typically specialize in one of these media and may further concentrate on a specific area, such as characters, scenery, or background design. Other related jobs:

Graphic Designer
Illustrator
Film / Video editor

Web Designer
Concept Artist
Visual FX Artist (VFX)



Guided Reflection – to structure a conversation after the film



- ☐ What was the most interesting thing you found out from Tasha the Animator?
- ☐ What did you like about Tasha's job?
- ☐ What would you enjoy most about Tasha the Animator's job and what would you find most difficult?
- ☐ What have you learnt about being an animator?
- ☐ How might you go about becoming an animator?



5
mins

Discover & Do Activities – to run alongside the Discover & Do printed worksheets

Activity 1 – Were you listening carefully?



10
mins



In this activity, pupils apply Steps 5 and 6 of Listening from the Skills Builder Framework.
Listening Step 5: I can listen to extended talk and identify the key information I need.
Listening Step 6: I can take part and respond in a group discussion.

Share the definition: "Listening is the receiving, retaining and processing of information or ideas".

Using the Discover & Do worksheet, ask pupils to:

- ☐ Fill in the missing information in the sentences about Tasha the Animator
- ☐ Tell a partner what surprised them most about Tasha the Animator, their job and the skills they used

Activity 2 – Design a simple flipbook



15-20
mins

In this activity, pupils will create a design in preparation for a simple flipbook.

Explain to pupils that a flip or flick book is a book with a series of pictures that change gradually from one page to the next, so that when the pages are turned rapidly, the pictures appear to move. You might want to share an example.

Using a simple design such as a ball bouncing, stick man jumping or a simply-drawn bird flying, ask pupils to create and sketch their own 10 images on a piece of paper. Explain that the smaller the movements between each page, the smoother the movement will be when they flick their finished book.



Reflection Question: Imagine you are an animator, what is the best bit about your job?

Activity 3 – History of animation



Extended
project

In this activity, pupils will look at the history of animation

Ask pupils to research how animation style has changed over time. Give them some examples of characters that used to look quite different to how they do now e.g. Mickey Mouse, Dumbo, Sonic the Hedgehog. Pupils to present a news report of the History of Animation.



Reflection Question: When might an animator need to do research in their job?